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New Publication from Kiseido

Mastering the Basics, Volume Four

501 Tesuji Problems

Compiled and written by Richard Bozulich

Tesujis are skillful moves that accomplish some clear tactical objective, such as capturing stones or a group, rescuing one of your own groups linking up your stones, separating your opponent's stones, making good shape, etc.

There are two approaches to presenting tesujis problems. One approach is to collect problems according to the objective that tesujis accomplish. The other is to collect problems according to the kind of tesuji used. In this book the emphasis is on the latter.

There are about 45 different kinds of moves that make up tesujis. Each of these moves has a Japanese term that describes them. Some of these tesujis occur quite frequently in games, while others are seldom seen. In this book, I have attempted to present examples of every kind of tesuji. The more common ones occur in numerous problems, but even the less common ones will be represented a number of times. Every tesuji presented in this book can be found among the first 50 problems.

All of these different tesujis are scattered throughout the book. Just as in a game, one never knows what kind of tesuji will appear. It may be easy to find it, but often it is hard; it might be a quite common tesuji, but it could be one of those that rarely occur. Going through the 501 tesujis in this book will be like getting a tesuji experience in 501 games. In a game, however, many tesujis will go by unnoticed; in this book, each problem will be a learning experience.

Many of the problems are easy, but many are hard. I recommend that you make an effort to solve each problem before looking at the answer, but don't spend too much time on them. The important thing is to expose yourself to the tesuji. As you work your way through this book, you will find that the tesujis that solve the problems will appear to you more and more quickly. Once you have reached this level, the same thing will start happening in your games.

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K71: *501 Opening Problems*

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The cover: Matsuzakaya Nai Nokaze (The Courtesan Nokaze of the Matsuzakaya). A chuban print by Harunobu (ca. 1765–70). The courtesan Nokaze is just about to open a love letter that was handed to her by her apprentice. Nokaze was the name of a high class courtesan in Matsuzakaya, a large brothel in Shinagawa in Edo. Courtesans in Shinagawa were on an almost equal footing with those in Yoshiwara, so their costumes and rooms were magnificent. In this room, we can see a hanging scroll, tea utensils in the alcove, a koto, a go board, and a shogi board. Along with the love letter, the theme of the "Four Accomplishments" is suggested.

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Go World News

June~October 2005

by John Power

International



Triple titleholder Yi Se-tol

Yi Se-tol wins 18th Fujitsu Cup

This year the Fujitsu Cup was an all-Korean affair from the semifinals on — for the first time, the Japanese failed to make the semifinals of their own title. The winner was Yi Se-tol 9-dan, who at the age of just 22 became the first player to win this title three times. With his contribution, the Korean monopoly now extends to eight terms.

This is Yi's sixth international title, which puts him in equal third place with Yu Ch'ang-hyeok and Takemiya Masaki. With three concurrent titles, he could claim to be the dominant player on the international scene. However, when asked the inevitable question about Yi Ch'ang-ho by go reporters, he replied that he didn't think he had caught up with him yet.

'Do you think you are number two, then?' a reporter asked.

'No. There's no "number one, number two" for professionals,' Yi replied. 'There's only the number one player and the others. I'm going to keep trying to be the top player.'

In the meantime, he can add the Fujitsu first prize of 15 million yen to his savings.

Semifinals (Nihon Ki-in, 2 July)

Yi Se-tol 9-dan (W) defeated Yu Ch'ang-hyeok 9-dan by 11½ points; Ch'oe Ch'eol-han 9-dan (B) d. Song T'ae-kon 7-dan* by resig.

Final (Nihon Ki-in, 4 July)

Yi (W) d. Ch'oe by 2½.

Play-off for 3rd place (Nihon Ki-in, 4 July)

Yu (W) d. Song by 3½.



Cho U's second international triumph

Cho U wins 17th TV Asia Cup

The 17th TV Asia Cup was held in Beijing from 14 to 17 June. At this point, Cho U, the winner of this year's NHK Cup, was hard pressed in his Honinbo title defence, being down 0-3, but the change of scenery seemed to do him good. After making an auspicious start with a win over Yi Ch'ang-ho in the opening round, he went on to win the tournament. This gave him his second world title; he is actually only the second Japanese representative to hold two world titles concurrently (Takemiya Masaki won the Fujitsu Cup and this tournament in 1989).

Incidentally, white won every game this year.

* Mistakenly given as 9-dan in our previous issue.

Round One

Game 1 (14 June). Cho Han-seung 8-dan (Korea) d. Liu Xing 7-dan (China) by ½.

Game 2 (14 June). Yoda Norimoto 9-dan (Japan) d. Gu Li 7-dan (China) by resig.

Game 3 (15 June). Cho U 9-dan (Japan) d. Yi Ch'ang-ho 9-dan (Korea) by 2½.

Semifinals

(15 June) Cho Han-seung d. Yoda by 9½.

(16 June) Cho U d. Yu Bin by 2½.

Final

(17 June) Cho U d. Cho Han-seung by 3½.

Ch'oe wins 2nd Zhonghuan Cup

Considering how well he has done in the last couple of years in domestic Korean tournaments, especially against Yi Ch'ang-ho, Ch'oe Ch'eol-han's first international success almost gives one the impression that it has been slow in coming, but he is still only 20, so he is hardly a late bloomer. Fortunately, he was not discouraged by his failures in the Ing and Fujitsu Cups earlier in the year, and he bounced back in the 2nd Zhonghuan Cup, a Taiwanese-sponsored international tournament. In the final, he took revenge on Yi Se-tol, who had beaten him in the Fujitsu Cup final, to take his first world title. First prize is two million Taiwanese dollars (about \$60,000).

This year the whole tournament was held in Taipei in one go, presumably to reduce the burden on top players of constant travel. Once again, mainland Chinese players did not take part.



Ch'oe's first international victory

Round 1 (14 August)

Hane Naoki 9-dan (Japan) (W) d. Cho U 9-dan (Taiwan) by 2½; Yoda Norimoto 9-dan (Japan) (B) d. Chen Shiyuan 3-dan (Taiwan) by resig.; O Meien 9-dan (Taiwan) (W) d. Yi Ch'ang-ho 9-dan (Korea) by ½; Yamashita Keigo 9-dan (Japan) (B) d. Zhou Junxun 9-dan (Taiwan) by resig.; Yi Se-tol 9-dan (Korea) (B) d. Lin Zhihan 7-dan (Taiwan) by 7½; O Rissei 9-dan (Taiwan) (B) d. Pak Yeong-hun 9-dan (Korea) by resig.; Ch'oe Ch'eol-han 9-dan (Korea) (W) d. Cho Chikun 9-dan (Japan) by resig.; Kim Seong-ryong 9-dan (Korea) (B) d. Rin Kaiho 9-dan (Taiwan) by resig.

Round 2 (16 August)

Ch'oe (W) d. Yamashita by 1½; Yoda (B) d. Kim by resig.; Hane (W) d. O Rissei by resig.; Yi (W) d. O Meien by resig.

Semifinals (18 August)

Yi (B) d. Hane by 3½; Ch'oe (W) d. Yoda by 1½.

Final (20 August)

Ch'oe (W) d. Yi by resig. (see page 57)

Gu wins China-Korea Tengen play-off

Not everything goes Korea's way in international go: Gu Li 7-dan of China has now won the China-Korea Tengen play-off for the third year in a row. This year he made a bad start against Ch'oe Ch'eol-han 9-dan of Korea, but recovered in the next two games. He also defeated Ch'oe last year. The match was played in Wujiang City in Jiangsu Province in China.

Game 1 (19 July), Ch'oe (B) by resig.

Game 2 (21 July). Gu (B) by ½.

Game 3 (22 July). Gu (B) by ½.

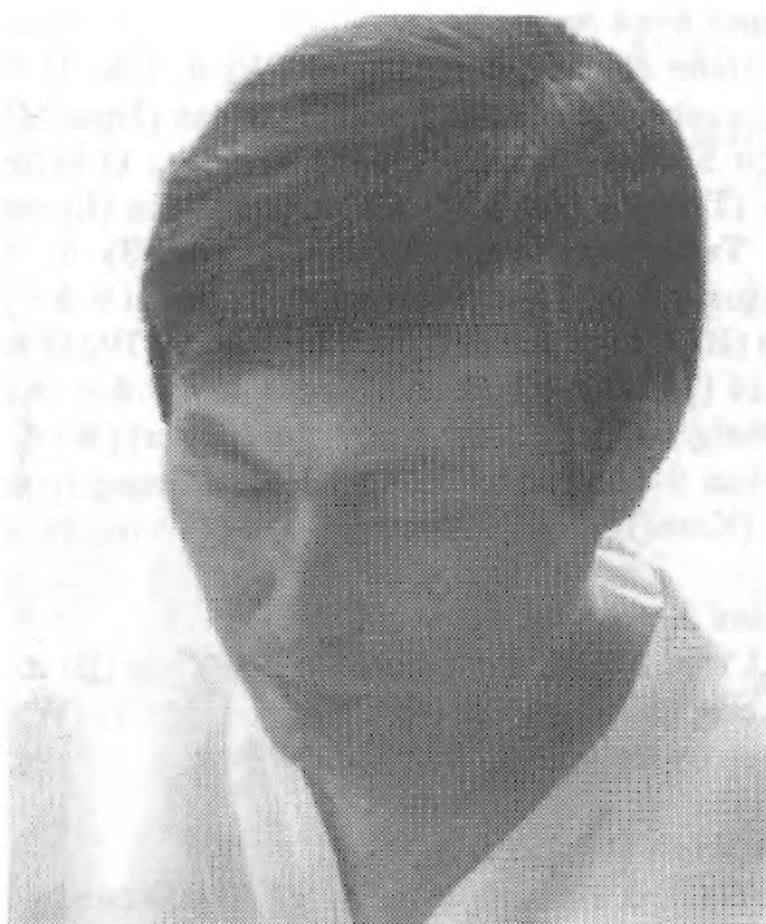
(Previous results are listed in GW102, page 7.)

10th Samsung Cup triumph for home team

Local players dominated this year's Samsung Cup, taking six of the quarterfinal places. The other two went to China, so for the second year in a row this tournament was a washout for Japan. Things had looked good in the first round, especially when the surprise qualifier for Japan, Tsuruyama Atsushi, picked up a win, defeating the world's top woman player Rui Naiwei. However, things got tougher in the second round. (Cho U did not play, because this tournament clashes with the Meijin title match.)

Nearly all the top Korean players have survived, including 'old-timers' Cho Hun-hyeon and Yu Ch'ang-hyeok, so there's no predicting who is going to win this one.

Note: The time allowance was shortened to two hours this year.



Another title coming up for Cho Hun-hyeon?

Round 1 (28 September, Seoul)

Yoda Norimoto 9-dan (Japan) (B) d. Kim Chi-seok 2-dan (Korea) by 2½; Yi Se-tol 9-dan (Korea) (B) d. Takao Shinji 9-dan (Japan) by resig.; Yu Ch'ae-ho 1-dan (Korea) (W) d. Cho Chikun 9-dan (Japan) by 1½; Hane Naoki 9-dan (Japan) (B) d. Yun Chun-sang 4-dan (Korea) by resig.; Cho Hun-hyeon 9-dan (Korea) (W) d. Mizokami Tomochika 8-dan (Japan) by resig.; Tsuruyama Atsushi 6-dan (Japan) (B) d. Rui Naiwei 9-dan (Korea) by 4½; Yu Ch'ang-hyeok 9-dan (Korea) (W) d. Zhou Heyang 9-dan (China) by resig.; Yi Ch'ang-ho 9-dan (Korea) (W) d. Yi Heui-seong 6-dan (Korea) by resig.; Ch'oe Ch'eol-han 9-dan (Korea) d. Li Zhe 5-dan (China) by resig.; Wang Xi 5-dan (China) (B) d. Chin Si-yeon 3-dan (Korea); Hu Yaoyu 8-dan (China) (B) d. Pak Yeong-hun 9-dan (Korea) by resig.; Gu Li 7-dan (China) (B) d. Paek Hong-seok 4-dan (Korea) by resig.; Piao Wenyao 5-dan (China) (B) d. Yi Cheong-u 5-dan (Korea) by 5½; Song T'ae-kon 7-dan (Korea) (B) d. Kong Jie 7-dan (China) by resig.; Luo Xihe 9-dan (China) (B) d. Cho Han-seung 8-dan (Korea) by resig.; Kim Myeong-wan 7-dan (Korea) (W) d. Wang Lei 5-dan (China) by resig.*

Round 2 (30 September, Seoul)

Yi Se-tol (B) d. Yoda by resig.; Hu (W) d. Yu 1-dan by resig.; Ch'oe (B) d. Hane by resig.; Cho (B) d. Wang by resig.; Kim (B) d. Tsuruyama by resig.; Yu Ch'ang-hyeok (W) d. Piao by resig.; Yi Ch'ang-ho (B) d. Gu Li by ½; Luo (W) d. Song by resig.

Quarterfinal pairings (17 November, Seoul)

Cho vs. Ch'oe; Kim vs. Hu, Yi Ch'ang-ho vs. Yu, Yi Se-tol vs. Luo.

* Thanks to John Fairbairn and GoGoD for help with names.

7th Nong Shim Cup: Japan makes good start

Japan made a good start in the opening round of the 7th Nong Shim Spicy Noodles Cup, with Hane Naoki winning the first two games, but Korea and China also picked up one win each, so the honours were more or less evenly divided.

First prize in this team tournament is 150 million won.** Each player gets a game fee of 3 million won, and there is a special prize of 10 million won for winning three games in a row.

The second round starts in Seoul on 23 November.

The Beijing Round

Game 1 (11 Oct.). Hane Naoki 9-dan (Japan) (W) d. Kang Tong-yun 3-dan (Korea) by resig.

Game 2 (12 Oct.). Hane (W) d. Wang Yao 6-dan (China) by resig..

Game 3 (13 Oct.). Yu Chae-hyeong 7-dan (Korea) (B) d. Hane by resig.

Game 4 (14 Oct.). Liu Xing 7-dan (China) (B) d. Yu by resig.

10th LG Cup a triumph for China

Chinese players have continued their excellent performance in the 10th LG Cup. They got six players into the semifinals, but they have done that before and failed to win the tournament. This time they made sure by getting two players into the final. One of them is Chen Yaoye, who is just 15 years ten months old; he has a chance to surpass Yi Ch'ang-ho's record of winning an international tournament at 16 years five months (actually just two days short of six months), a record that many thought would never be broken (it was set in the 3rd Tong Yang Securities Cup in 1992.) He will be 16 years three months when the final is held next March.

Quarterfinals (17 October, Beijing)

Gu Li 7-dan (China) (B) d. Zhou Heyang 9-dan (China) by resig.; Chen Yaoye 4-dan (China) (B) d. Qiu Jun 7-dan (China) by resig.; Piao Wenyao 3-dan (China) (W) d. Pak Cheong-sang 5-dan (Korea) by resig.; Yi Se-tol 9-dan (Korea) (W) d. Wang Yuhui 7-dan (China) by resig.

Semifinals (19 October, Beijing)

Gu d Yi; Chen d. Piao (full details to come)

Korea triumphs in International New Stars

The International New Stars is a tournament pitting eight-players teams from China, Korea, Japan, and Taiwan against each other. It was

** Rates are \$1 = ¥115 = 1050 won = 8.085 yuan.

started in 2000 as the successor to the China-Korea New Stars Competition. Apart from the 2001 tournament, which was featured in an article entitled 'International Youth Tournament' in GW94, this event has slipped through our net, so a brief summary of results to date is given below. (Note that Taiwan did not join the tournament until 2004, so until then the host country fielded a second team.)

This year it was held in Japan, in Tokyo, for the first time. Korea picked up its fourth victory. Starring roles were played by Pak Yeong-hun (aged 20) and Song T'ae-kon (19), who both won all their games. All the other team members scored 2-1, including Cho Han-seung (22), Weon Seong-chin (20), and the latest new star in Korea, Kang Tong-yun (16) (see page 10 for more about him).

Japan fielded two of its top players, Hane Naoki (29) and Yamashita Keigo (27). Hane continued his recent improved performance in international go by winning two games, including one against China's Kong Jie (his loss was to Pak), but Yamashita picked up just one win. Once again, Japan had a disappointing result.

This tournament used to be a fairly minor event, but, with top-calibre players appearing, that seems to have changed. Mizokami Tomochika, another member of the Japanese team, commented that the atmosphere was just like one of the regular international tournaments.

Results to date

1 (2000). 1st: Korea A (won all three matches; individual total 18-6); 2nd: Japan (2-1, 15-9); 3rd: Korea B (0-2-1 tie, 8-16); 4th: China (0-2-1, 7-17).

2 (2001). 1st: China (3-0, 18-6); 2nd: Korea (2-1, 15-9); 3rd: Japan (0-3, 9-15); 4th: Beijing (0-3, 6-18).

3 (2002). 1st: China (3-0, 15-9); 2nd: Japan (2-1, 12-12); 3rd: Korea A (1-2, 11-13); 4th: Korea B (0-3, 10-13).

4 (2003). 1st: Korea (3-0, 16-8); 2nd: China (2-1, 17-7); 3rd: Tianjin (Tsientsin) (1-2, 9-15); 4th: Japan (0-3, 6-18).

5 (2004). 1st: Korea (3-0, 18-6); 2nd: China: 2-1, 14-10; 3rd: Japan (1-2, 11-13); 4th: Taiwan (0-3, 5-19).

Current international champions

5th Ing Cup: Chang Hao (China)
2nd Toyota & Denso Cup: Yi Se-tol (Korea)
18th Fujitsu Cup: Yi Se-tol
9th Samsung Cup: Yi Se-tol
5th Chunlan Cup: Yi Ch'ang-ho (Korea)
9th LG Cup: Cho U (Japan)
17th TV Asia Cup: Cho U
2nd Zhonghuan: Ch'oe Ch'eol-han (Korea)
6th Nong Shim Spicy Noodles Cup: Korea
4th CSK Cup: Korea
3rd Cheongkwanjang Cup: China

Most world championships won

20: Yi Ch'ang-ho (+ 2 invitationals)
11: Cho Hun-hyeon
6: Takemiya Masaki, Yu Ch'ang-hyeok, Yi Se-tol
4: Yoda Norimoto
3: Yu Bin
2: Otake Hideo, Ma Xiaochun, O Rissei, Cho Chikun, Pak Yeong-hun, Cho U
1: Kobayashi Koichi, Rin Kaiho, Seo Pong-su, Zhou Heyang, Chang Hao, Ch'oe Ch'eol-han

(By country) Korea: 47; Japan: 20; China: 7

Team championships (Jinro, Nong Shim, Igo Asia/CSK)

Korea: 13 Japan: 1 China: 1

News from Japan

Top title winners (20+)

68: Cho Chikun	35: Rin Kaiho
64: Sakata Eio	Yoda Norimoto
59: Kobayashi Koichi	24: Ishida Yoshio
48: Otake Hideo	Takemiya Masaki
47: Kato Masao	23: Fujisawa Shuko
	22: O Rissei

Others: Hane Naoki: 11; Cho U: 10; Yamashita Keigo: 9; Takao Shinji: 7

Takao Shinji wins Honinbo title

A shock wave ran through the Japanese go world in early summer when the all-conquering Cho U made a disastrous start to his Honinbo title defence with three straight losses. Last year Cho had come close to building an aura of invincibility around his games with black when he

won all of them in the Honinbo and Meijin title matches, but here he was losing on black to Takao Shinji 8-dan.

Cho's form seemed to pick up after he took a week off to win the TV Asia Cup in Beijing and he survived the first kadoban. In the fifth game, however, he once again failed with black, and so we have a new Honinbo.



The new Honinbo

Aged 28, Takao has been just a little slow in reaching the top by today's standards. However, he has now caught up with the other members of the quartet dubbed 'the four stars' of the go world a few years ago (the others were Yamashita Keigo, Hane Naoki, and Cho U). It took him a long time to get into a league, but he won it on his first appearance and was successful in his first challenge. He is the 14th tournament Honinbo. Incidentally, winning a big-three title earned him automatic promotion to 9-dan.

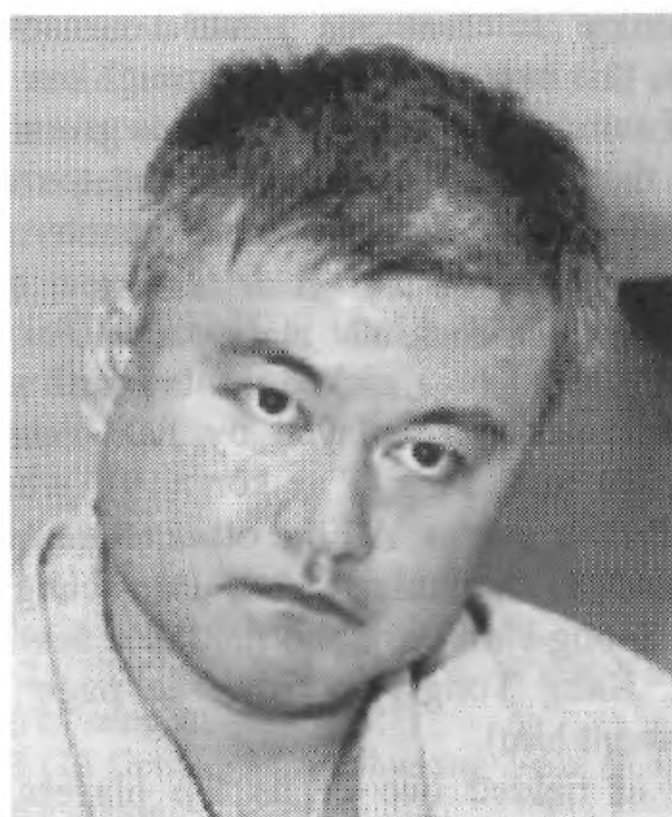
The first prize is 32 million yen.

Game 1 (9, 10 May). Takao (W) by resig.
Game 2 (26, 27 May). Takao (B) by 4½.
Game 3 (8, 9 June). Takao (W) by resig.
Game 4 (20, 21 June). Cho (W) by resig.
Game 5 (27, 28 June). Takao (W) by ½.

Yoda defends Gosei

Yoda Norimoto had been having a bad year this year (his record before this match began was 11 wins to 16 losses), but he made a timely return to form, shutting out the challenger, Yuki Satoshi, in the 30th Gosei title match. Yuki was making his third challenge for this title, but he fared no better than before. Actually, he did worse, as on the previous occasions (challenging

Yoda in 1997 and Kobayashi Koichi in 2002) he did pick up one win each time.



Yoda: not ready to step off the stage yet

Yoda pockets the first prize of ¥7,770,000. This is his 35th title overall, his sixth Gosei and his third in a row.

Yuki had become the challenger by defeating Hane Naoki Kisei in the play-off, held on 9 June.

Game 1 (7 July). Yoda (B) by resig.
Game 2 (15 July). Yoda (W) by resig.
Game 3 (26 July). Yoda (B) by resig.

Kobayashi Satoru fights back after bad start in Meijin challenge

The 30th Meijin League finished on 4 August with Kobayashi Satoru and Yamashita Keigo tied on 7-1. Kobayashi won the play-off, held on 8 August, and so earned the right to make his first Meijin challenge. The main achievement of Kobayashi's career was taking the Kisei title from Cho Chikun in 1995. Apart from that, his only top-seven title has been the Gosei in the same year; you probably wouldn't get an argument from his fans if you claimed that Kobayashi, who turned 46 last April, hadn't completely lived up to the early expectations of him.

This year it looked as if he was determined to make up for lost time. He led the win-loss standings for most of the year and also led the Meijin league most of the way. The league finished in a tie, but he defeated Yamashita Keigo in the play-off, and must have felt confident. Before the title match began, his record was 32 wins to 6 losses, giving him a winning percentage of 84%, which is extraordinary at this level.

30th Meijin league (10 December 2004 to 4 August 2005) Title-holder: Cho U

Rank	Player/opponent	YN	KS	IT	YK	OM	YK	CS	OM	SH	Score
6	Yoda Norimoto	—	0	0	0	1	0	1	1	0	3 – 5
1	Kobayashi Satoru	1	—	1	1	1	0	1	1	1	7 – 1
3	Imamura Toshiya	1	0	—	0	1	1	1	1	1	6 – 2
2	Yamashita Keigo	1	0	1	—	1	1	1	1	1	7 – 1
—	O Meien	0	0	0	0	—	1	1	1	0	3 – 5
4	Yamada Kimio	1	1	0	0	0	—	1	1	0	4 – 4
—	Cho Sonjin	0	0	0	0	0	0	—	0	1	1 – 7
—	Ogata Masaki	0	0	0	0	0	0	1	—	0	1 – 7
5	Sakai Hideyuki	1	0	0	0	1	1	0	1	—	4 – 4

Kobayashi defeated Yamashita in the play-off to decide the challenger (8 August).



The match seemed to be all over when Cho U took a 3–0 lead . . .

When the title match started, that all seemed to count for nothing. Although Cho U had scored some notable successes in the first half of the year, he was also losing a lot of games and he failed dismally in his Honinbo defence. His record before the Meijin title match was 28–17, which is certainly not up to his usual mark. However, he was back in peak form for the title match. With black, he scored convincing wins in games one and three; in the second game, the challenger started out well, but was unable to wrap up a win. At this point, Kobayashi's Meijin challenge seemed to be in bad trouble, but so far he has saved two kadobans, so he is still in it.

League play-off (8 Aug.). Kobayashi (W) beat Yamashita Keigo by 1½.

Game 1 (7, 8 Sept.). Cho U (B) by resig.
Game 2 (22, 23 Sept.). Cho (W) by 6½.

Game 3 (28, 29 Sept.). Cho (B) by resig.
Game 4 (11, 12 Oct.). Kobayashi (B) by 3½.
Game 5 (19, 20 Oct.). Kobayashi (W) by 1½.

Kim Shujun wins King of the New Stars

Kim Shujun 7-dan was under a bit of a handicap in the final of the 30th King of the New Stars title: most go fans and the go media were rooting for his opponent. At 16, Iyama Yuta 4-dan is ten years younger than Kim and he would have set a record for youngest titleholder if he had won. Iyama has been enjoying great form this year, but the wily Kim was too much for him. If anything, Kim might have been the more highly motivated of the two, as he had an inglorious record of five second places. Considering how well his good friend Cho U has been doing, he must have been relieved to take his own place among the ranks of the titleholders, even if it's with a junior title.

From the next term this title will be renamed the King of the New Stars U–25 and will be restricted, name notwithstanding, to players 25 and under (previously, the age limit was 30).

First prize is ¥3,280,000.

Game 1 (15 Sept.). Kim (B) by resig.
Game 2 (23 Sept.). Kim (W) by resig.

Yamashita in return challenge for Oza

Yamashita Keigo's challenge for the Oza title last year fared badly: he was able to pick up only one win against the defending champion Cho U. Needless to say, he is eager for revenge and by defeating Nakaonoda Tomomi 9-dan in the play-off, held on 8 September, he has secured a return match (he forced a resignation with black).

The first game was played on 28 October and was won by Cho, playing black, by resignation.

30th Kisei A League (2 June to 6 October 2005)

Place	Player/Opponent	YS	YN	CU	MT	HK	KA	Score
1	Yuki Satoshi 9-dan	—	1	1	1	1	1	5 – 0
4	Yoda Norimoto Gosei	0	—	1	0	1	0	2 – 3
–	Cho U Meijin	0	0	—	1	1	0	2 – 3
2	Mimura Tomoyasu 9-dan	0	1	0	—	1	1	3 – 2
–	Honda Kunihiisa 9-dan	0	0	0	0	—	0	0 – 5
3	Kato Atsushi 8-dan	0	1	1	0	1	—	3 – 2

30th Kisei B League (16 June to 6 October 2005)

Place	Player/Opponent	YK	OR	OM	KS	IT	KH	Score
1	Yamashita Keigo Tengen	—	1	1	1	1	0	4 – 1
4	O Rissei 9-dan	0	—	0	1	1	0	2 – 3
–	O Meien 9-dan	0	1	—	0	1	0	2 – 3
2	Kobayashi Satoru 9-dan	0	0	1	—	1	1	3 – 2
–	Imamura Toshiya 9-dan	0	0	0	0	—	1	1 – 4
3	Komatsu Hideki 9-dan	1	1	1	0	0	—	3 – 2

Kono Rin to challenge for Tengen title

Kono Rin 7-dan, a disciple of Kobayashi Koichi, has been considered one of the more promising players of the younger generation for a couple of years now. At the age of 24, he will finally make his debut in a top-seven title match when he challenges Yamashita Keigo for the 31st Tengen title.

Kono earned the right to make the challenge by defeating Imamura Toshiya 9-dan of the Kansai Ki-in in the play-off, held on 15 September. Recently, Imamura has been enjoying the best results at the Kansai Ki-in after Yuki Satoshi, but the hopes of local fans of seeing the third Kansai Ki-in title challenge within one year were disappointed. Playing white, Kono won the game by half a point.

Yashiro wins 24th Women's Honinbo

Yashiro Kumiko 5-dan met with greater success when she made her second challenge for the Women's Honinbo, taking the title from Chinen Kaori 3-dan with straight wins. This is Yashiro's first title. Her prize is ¥5,800,000.

Game 1 (22 Sept.). Yashiro (W) by 1½.

Game 2 (6 Oct.). Yashiro (B) by resig.

Game 3 (20 Oct.). Yashiro (W) by resig.

30th Kisei challenger: Yuki or Yamashita

The winners of both the A and B Leagues were decided in the 4th round. In the A League,



Yashiro Kumiko, new Women's Honinbo

Yuki Satoshi became unbeatable when he picked up his fourth straight win. Since there is no play-off within a league, Kato Atsushi 8-dan was out of the running even if he beat Yuki in their final-round game — which he didn't — as the higher-ranked player prevails.

In the B League, Yamashita Keigo wrapped up a win in the fourth round for the same reason. Here a 'tie' was possible with Komatsu Hideki, but this did not eventuate either.

Whoever wins the play-off to decide the challenger, to be held on 3 November, we will see a replay of either this year's or last year's match.



Iyama Yuta launches his career.

Iyama wins Agon Kiriya Cup, sets youth record

Iyama Yuta 4-dan, a member of the Kansai headquarters of the Nihon Ki-in, has become the youngest title winner in Japanese history by winning the final of the 12th Agon Kiriya Cup. Iyama had a marvellous run in this tournament, defeating Cho U Meijin, former Kisei O Rissei, and Cho Chikun Judan to reach the final, which was held at the Kyoto headquarters of the Agon sect on 8 October. Holding black, Iyama defeated Kobayashi Satoru 9-dan by 6½ points.

The previous record was set by Cho Chikun when he won the 5th New Stars tournament in 1973 at the age of 17. Iyama is 16 years 5 months, so he has lowered that record by 7 months. (In *The Go Player's Almanac 2001*, we gave Cho's age as 16, but it seems he had just turned 17.)

This victory brought another record with it: the youngest player to be promoted to 7-dan. According to the new promotion rules (described in detail in GW97), winning the Agon Kiriya or Ryusei Cup earns one promotion to 7-dan.

First prize is ten million yen, which should console Iyama for not winning the King of the New Stars title.

Ko Iso sets Meijin League youth record

A second long-standing Japanese record was broken in October when Ko Iso 4-dan, a player aged 18 years six months, won a place in the 31st Meijin League. He beat the record of 18 years eight months set by Yoda Norimoto back in

1984. Playing in the league is in itself a great reward, but Ko got a bonus: promotion to 7-dan.

Records department

Below are some other new records set in Japanese go.

1,200 wins: On 1 September, Kobayashi Koichi became the fourth Japanese player to score 1,200 wins. His record at this point was 1,200 wins, 598 losses, and 2 jigo, for a winning percentage of 66.7%.

500 wins: Kobayashi's son-in-law Cho U scored his 500th win on 14 July. His record at this point was 500-170-2 jigo (74.6%). At 25 years 5 months, Cho is the youngest player to reach this mark.

Promotions

To 9-dan: Takao Shinji

To 8-dan: Mizokami Tomochika, Okumura Hideo, So Yokoku

To 7-dan: Shimohira Akio, Iyama Yuta, Ko Iso

To 5-dan: Takemiya Yoko, Sato Fumitoshi

To 3-dan: Murakawa Daisuke (Kansai Ki-in)

To 2-dan: Ms. Furusho Katsuko

61st Honinbo League

The four vacant places have gone to O Rissei 9-dan, So Yokoku 7-dan, Hane Naoki Kisei, and Yamada Kimio 8-dan. So far, the newcomers have done well, with three of them winning games. Hane beat Cho Sonjin, So beat Yoda, Yamada beat O Rissei, and Cho U beat O Meien. We will give the league chart in our next issue.

Retirements

Magari Reiki 9-dan, Kanashima Tadashi 9-dan, Sakai Isao 6-dan.

News from Korea

Pak wins 1st Masters

This is a new tournament organized by the Hanguk Kiwon (details are given on page 11, GW104). In the final of the War God section, held on 22 May, Pak Cheong-sang 5-dan defeated Weon Seong-chin 6-dan and became the 1st 'War God'. Pak Cheong-sang may not yet be a familiar name to Westerners, but he is the sixth-ranked Korean (see below) and is starting to make his mark in international tournaments.

Yi Ch'ang-ho defends 39th KT Cup Wangwi title

We mentioned in our previous issue that the tournament system had been changed, but neglected to list the new co-sponsor, the KT corporation. This year the challenger for the 39th KT Cup Wangwi title, to give it its full name, was the 23-year-old Ok Teuk-chin 2-dan, a promising young player who resumed his career in November last year after losing a little over two years to compulsory military service (the only way you can avoid this is by winning one of the top international titles, such as the Fujitsu Cup). He defeated Weon Seong-chin 6-dan, a leading young player, in the play-off (31 May), which showed that he wasn't rusty from his layoff. He confirmed that by defeating the current titleholder Yi Ch'ang-ho in the first game. However, Yi made a convincing recovery from that setback and set a record by winning this title for the tenth year in a row (the previous Wangwi record was Cho Hun-hyeon's nine in a row from 1982 to 1990). Incidentally, Cho still holds the record for most successive wins in a title: he held the P'aewang (Conqueror) title for 16 years in a row, from 1978 to 1993.

Game 1 (10 June). Ok (B) by resig.
Game 2 (20 June). Yi (B) by resig.
Game 3 (8 July). Yi (W) by 2½.
Game 4 (15 July). Yi (B) by 2½.

Yi Ch'ang-ho wins 2nd Etland King of Kings title

The final of the 2nd title was held just over half a year after the final of the first. Last year two dark horses made the final, won by Kim Seong-ryong 9-dan (see GW103), but this year the final was fought between two 'heavies': Yi Ch'ang-ho and Ch'oe Ch'eol-han.

Ch'oe has had considerable success against Yi in the past, but on this occasion he found himself outplayed. Yi took the title and the 40 million won prize with two straight wins.

We've been calling this tournament 'Electric Land', but Net news sources indicate that it's referred to as 'Etland'.

Game 1 (7 June). Yi (B) by ½.
Game 2 (11 July). Yi (W) by resig.

Kang wins New Stars

The 16-year old Kang Tong-yun 3-dan has won the 5th Korean New Stars Successive Wins Strongest Player title, defeating the 17-year-old

Yi Yeong-ku 4-dan in the final. The deciding game was played on 21 August.

Kang, who was born on 23 January 1989, could well be another star in the making. He won a place in Korea's team for the 7th Nong Shim Spicy Noodles Cup, defeating two top players, Yi Se-tol and Song T'ae-kon, in the qualifying tournament. His success is another sign of the awesome strength of Korean teenagers.

GS-Caltex Professional Go Tournament

The best-of-five final of this tournament is being fought between Yi Ch'ang-ho and Ch'oe Ch'eol-han, at present one of the top cards in Korean go. The opening game of the match was staged in the city of Qingdao (formerly Tsingtao) in Shandong Province in China.

At present, Yi is leading 2-1, but we don't have full details of the games.

Game 1 (8 Sept.). Yi (B) by resig.
Game 2 (21 Sept.). Yi (W) by resig.
Game 3 (6 Oct.). Ch'oe won.

Yi wins KBS King of Paduk

This TV fast-go tournament is decided by a best-of-three final. First prize is 11 million won and second is four million won. Yi Ch'ang-ho has defeated Yu Ch'ang-hyeok with straight wins. Both these players will represent Korea in the next TV Asia Cup.

Game 1 (27 Sept.). Yi (B) by 7½.
Game 2 (14 Oct.). Yi (W) by resig.

Pak wins 1st Commodities Prices Information Cup

We are not sure of the reasons behind the name of this new tournament. It's a fast-go tournament with a first prize of 20 million won and second prize of six million won. The inaugural title was won by Pak Yeong-hun 9-dan, who defeated Yi Ch'ang-ho 9-dan; that's a feather in his cap, in view of the latter's recent resurgence in domestic tournaments. However, Pak has also been having a good year, winning the Kiseong and BC Card: King of the New Stars titles, as reported in our previous issue.

Game 1 (4 Oct.). Pak (W) by 2½.
Game 2 (11 Oct.). Pak (B) by 4½.

Yi Ch'ang-ho tops ranking system

The Hanguk Kiwon has just launched a ranking system, and on 8 August the top 50 places

were announced. We don't have any details of the system, but the result seems reasonable: the top place goes to Yi Ch'ang-ho. The remainder of the top ten are given below. It's a sign of the times that a great player like Cho Hun-hyeon just barely makes the list.

2. Yi Se-tol
3. Ch'oe Ch'eol-han
4. Pak Yeong-hun
5. Cho Han-seung
6. Weon Seong-chin
7. Pak Cheong-sang
8. Yu Ch'ang-hyeok
9. Yi Yeong-ku
10. Cho Hun-hyeon.

On 1 September, the updated rankings were announced. As far as we can work out, there was just one change in the top ten, with Yi Se-tol and Ch'oe swapping places. Also, Rui Naiwei rose from 42nd place in the first rankings to 26th.

News from China

Ye Gui wins Women's Mingren

The 3rd Women's Mingren tournament was held in Jinan City in Shandong Province from 26 to 30 June, with 20 players competing. The tournament ended in a best-of-three final in which Ye Gui defeated Li Chunhua 2-0. Rui Naiwei was invited to participate, but she lost to Li in the first round.

Promotions

The All-China Rating Tournament was held in Ningbo City in Zhejiang Province from 11 to 25 July. One hundred and sixty-four players competed in the 12-round tournament, and 53 earned promotions, including some known internationally. They are:

- To 8-dan: Hu Yaoyu
To 6-dan: Peng Quan, Xie He, Yang Yi.

All-China Individual Championships

The 39th All-China Individual Championship was won by the 15-year-old Chen Yaoye 5-dan. The 11-round Swiss tournament was decided on 25 September. As we go to press, we have no other details.

The 28th Women's individual Championship,

a nine-round Swiss that concluded on 26 September, was won by Wang Shangyun, an amateur.

18-and-under tournament

Seventy-eight players aged 18 and under gathered from all around China for the 2005 New Stars tournament, held in Dayuan City in Shanxi Province from 5 to 13 August. The winner of the eight-round Swiss was Meng Tailing 2-dan, who may be a name to watch out for in the future.

Ratings update

The following list updates the one given in our previous issue, but not by much. It was probably published in late spring in China.

- | | |
|----------------------|-------------------|
| 1. Gu Li: 2769 | 2. Kong Jie: 2705 |
| 3. Zhou Heyang: 2684 | 4. Wang Lei: 2669 |
| 5. Hu Yaoyu: 2666 | 6. Yu Bin: 2656 |
| 7. Chang Hao: 2633 | 8. Qiu Jun: 2631 |
| 9. Xie He: 2621 | 10. Wang Xi: 2617 |

News from Taiwan

Lin wins 5th CMC Cup

This is a fast-go title telecast from 10 to 12 every Sunday morning. First prize is 200,000 yuan and second is 100,000.

Lin Zhihan 7-dan, who usually takes a back seat to Zhou Junxun 9-dan, won the best-of-three final, defeating Chen Feng 1-dan 2-0.

- Game 1 (19 June). Lin (W) by resig.
Game 2 (26 June). Lin (B) by resig.

Previous results

- 1st (2001). Peng Jinghua 6-dan
2nd (2002). Zhou Junxun 9-dan
3rd (2003). Chen Yida 2-dan
4th (2004). Chen Yida 2-dan

Zhou wins 4th Tianyuan title

Lin Zhihan managed to pick up one win off Zhou Junxun in the best-of-five Tianyuan title match, but that was all. Zhou won the series 3-1 and took home the prize of 500,000 yuan. Lin had to be content with 200,000 yuan.

- Game 1 (7 June). Zhou (B) by resig.
Game 2 (23 June). Zhou (W) by 2½.
Game 3 (28 June). Lin (W) by ½.
Game 4 (5 July). Zhou (W) by 2½.

The 9th LG Cup: Cho U vs. Yu Bin

Game One: Yu's good start

The commentary on the first game is an abridged version of a round-table discussion hosted by Komatsu Hideki 9-dan. Appearing as his guests are Kobayashi Koichi 9-dan and So Yokoku 7-dan, selected because they had just won their way through the preliminary qualifying round for the 10th LG Cup; Kobayashi was also there as Cho's father-in-law.

The reporter is Matsuura Takahito.

White: Yu Bin 9-dan (China)

Black: Cho U 9-dan (Japan)

Komi: 6½; time: 3 hours each

Played in Shanghai on 28 March 2005.

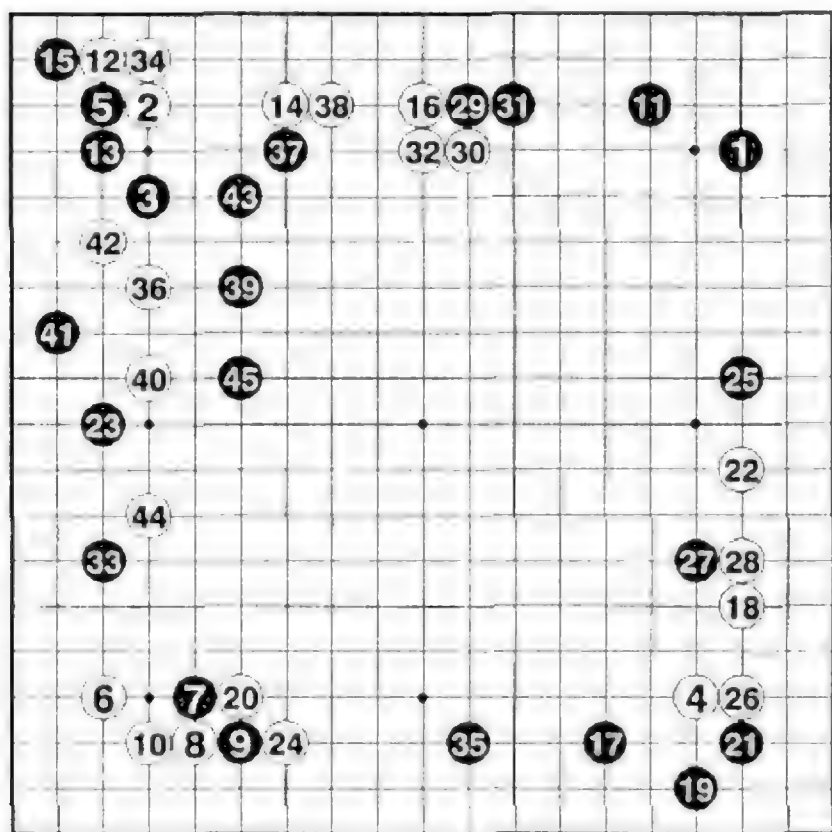


Figure 1 (1-45)

Figure 1 (1-45). Don't attack!

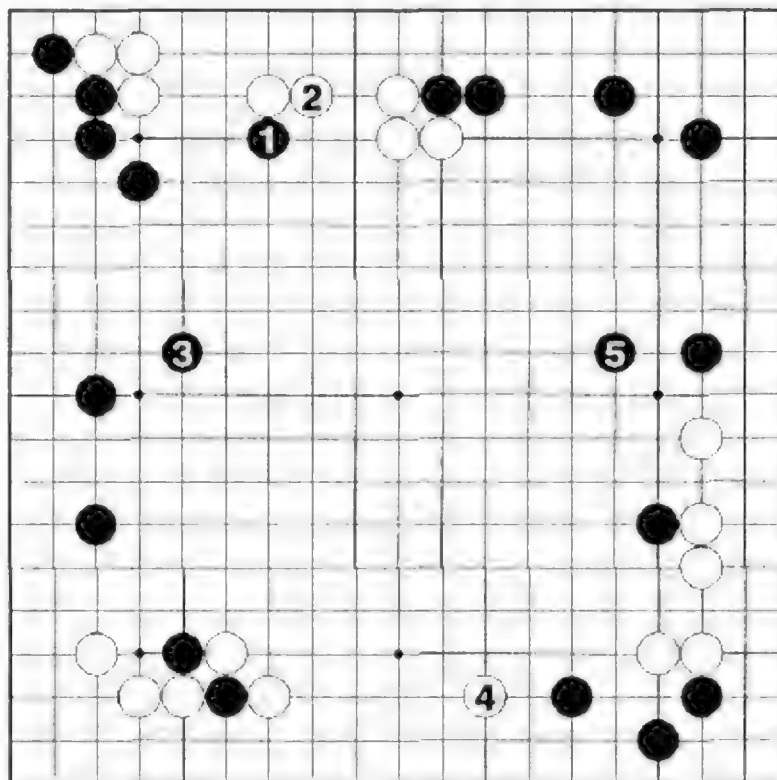
Kobayashi Koichi: There he goes, making an immediate approach move. Cho is stubborn, surprisingly so. . . . Black 29 is Go Seigen-style. The idea is to develop rapidly, switching to 33. This move looks big to me.

Komatsu Hideki: But when White invades at 36, I don't even feel like thinking. The play here might be a cause of Black's loss.

So Yokoku: How about playing 1 and 3 in Dia. 1?

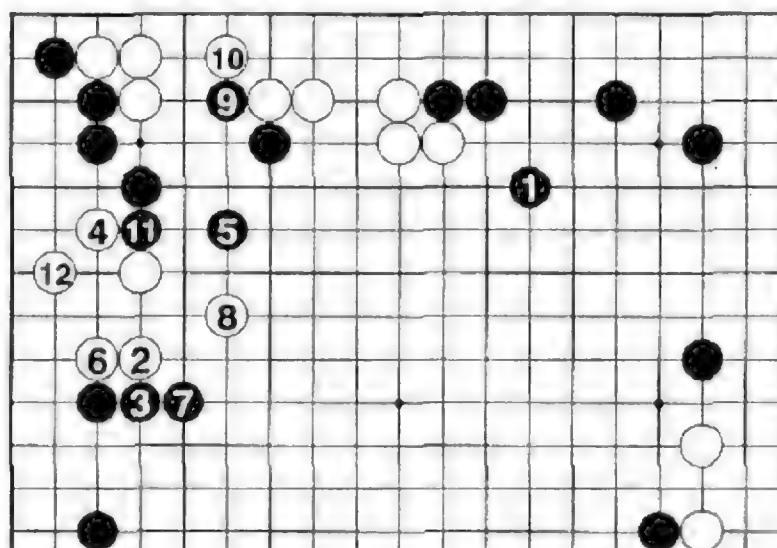
KK: If White 4, Black plays 5. Well, this would be a reasonable game.

Monthly Go World: Komatsu seems to think that Black's position is no good when White invades, while Kobayashi seems to imply that the game is still reasonable.



Dia. 1: forestalling the invasion

Kobayashi: I thought a lot about this. I believe that it was Black 39 that made the game tough for Black. The white position at the top is strong, so there's no point in Black's trying too hard in this area. My conclusion is simple: ten-uki. Black plays 1 in Dia. 2.



Dia. 2: tenuki strategy

KH: Does White play 2 and 4? Up to 12, I don't know who has the better position.

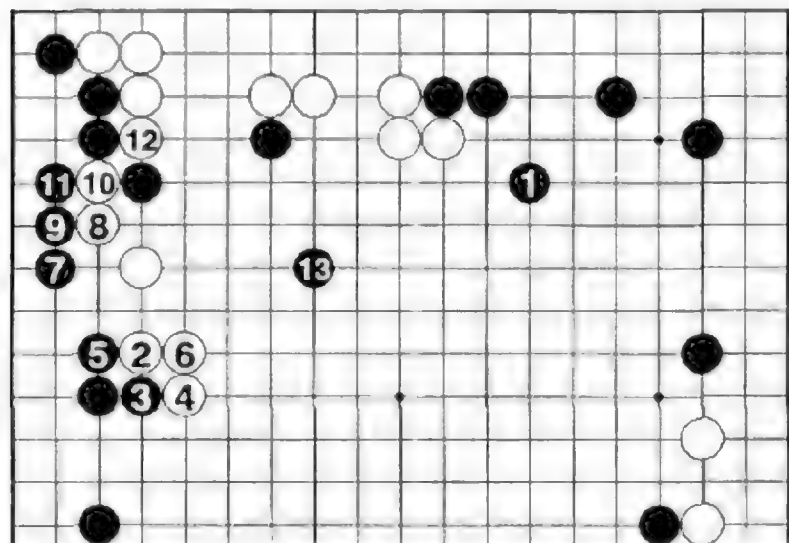
SY: Is there anything wrong with White 4 in Dia. 3? If Black 5, White connects at 6.

KK: The plan is to answer Black 7 with White 8 to 12, I suppose.

KH: Black then erases the potential moyo

with 13 and seems to have more territory. *Dia. 2* somehow feels as if White has been forced to play patiently. Kobayashi Sensei, the tenuki seems like a good strategy. H'm. I approve.

KK: I'm glad. [laughter]

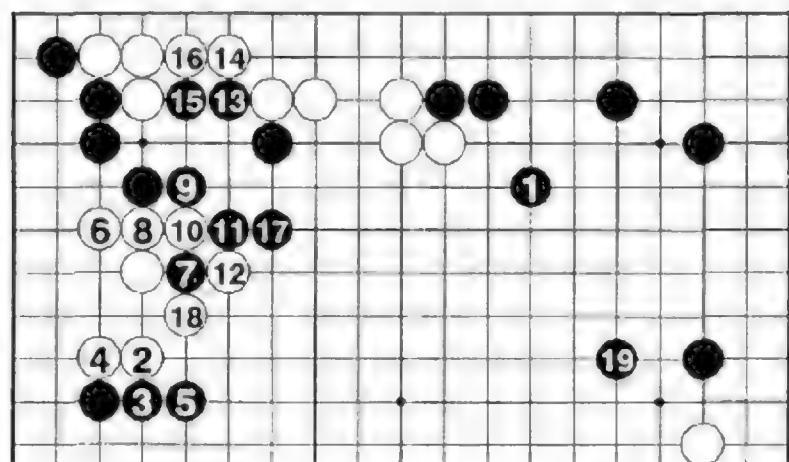


Dia. 3: Black ahead in territory

MGW: I'm sorry, but, to put it frankly, I don't understand. I can see that attacking the white position at the top will backfire, as it is strong, but isn't it a bit of a stretch to conclude from that that you should tenuki?

SY: It follows the proverb.

KK: Right. When you don't know what to do, play elsewhere. There's a lot of truth in this proverb.



Dia. 4: good for Black

KH: Black 7 in *Dia. 4* might be more straightforward. The fact that Black is under attack makes it easier for him to make a leaning attack with 7. After the continuation to 19, I'd prefer to hold Black.

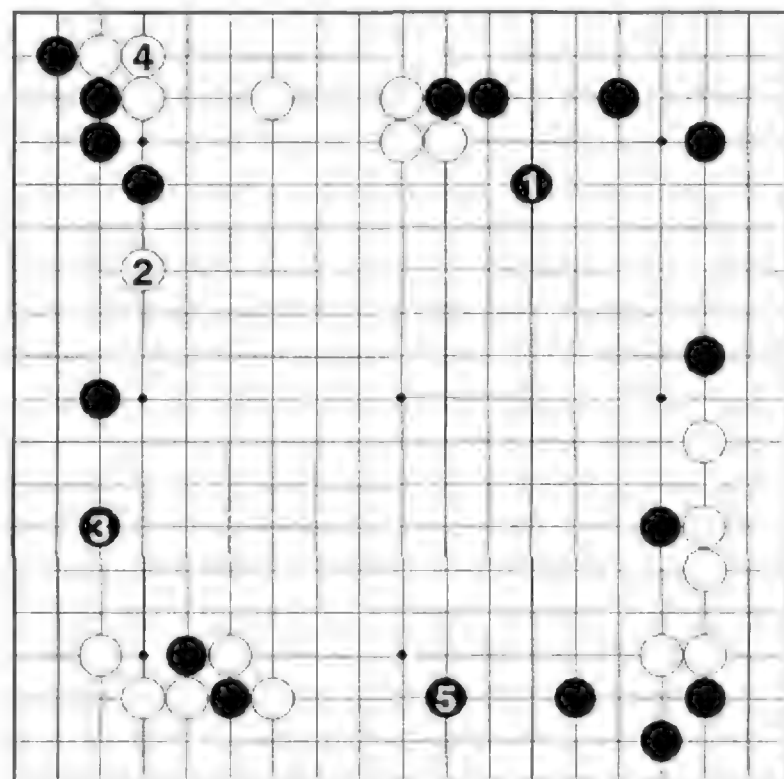
SY: If I could just add something, White has a thick position in the bottom left, so there are no advantages for Black in fighting on the left side.

MGW: There are various ways of thinking. What a surprise, that instead of attacking it's better to tenuki and let the opponent attack you.

KH: If I've surprised you, it was worth acting as host of this session.

SY: Actually, this is a very interesting point for me, too. The concept of playing tenuki here is

logically completely the same as taking up position with 1 in *Dia. 5* instead of 33.



Dia. 5: a natural flow

KH: If White 2, Black extends to 3; if White 4, Black 5. I see.

KK: It doesn't feel so unnatural.

MGW: Ignoring White 4 feels like fighting spirit.

KH: In the game, Black is shaking his fists at White with 37 and 39. But, when White plays the ordinary splitting moves of 40 and 42, Black's upper left group is ridiculously thin. Black's in a bit of trouble. This is tough to handle, even for a Meijin Honinbo.

KK: From this point, we see the real Yu Bin. How should I put it — his solid play?

SY: White immediately establishes a lead.

KH: I feel close to Yu, as he's of the same generation as me. He's the only player of his age group in China still active in the first line. He's a really solid player — you can see in this game how he's not overhasty in trying to wrap up a win.

The LG Cup

Sponsored by the Korean LG (Lucky Goldstar) conglomerate. First prize, since 2003, has been 250 million won; 2nd: 80 million won.

- 1 (1997). Yi Ch'ang-ho (Korea) beat Yu Ch'ang-hyeok (Korea) 3-0.
- 2 (1998). O Rissei (Japan) b. Yu Ch'ang-hyeok 3-2.
- 3 (1999). Yi Ch'ang-ho b. Ma Xiaochun (China) 3-0.
- 4 (2000). Yu Bin (China) b. Yu Ch'ang-hyeok 3-1.
- 5 (2001). Yi Ch'ang-ho b. Yi Se-tol (Korea) 3-2.
- 6 (2002). Yu Ch'ang-hyeok b. Cho Hun-hyeon (Korea) 3-2.
- 7 (2003). Yi Se-tol b. Yi Ch'ang-ho 3-1.
- 8 (2004). Yi Ch'ang-ho b. Mok Chin-seok (Korea) 3-1.

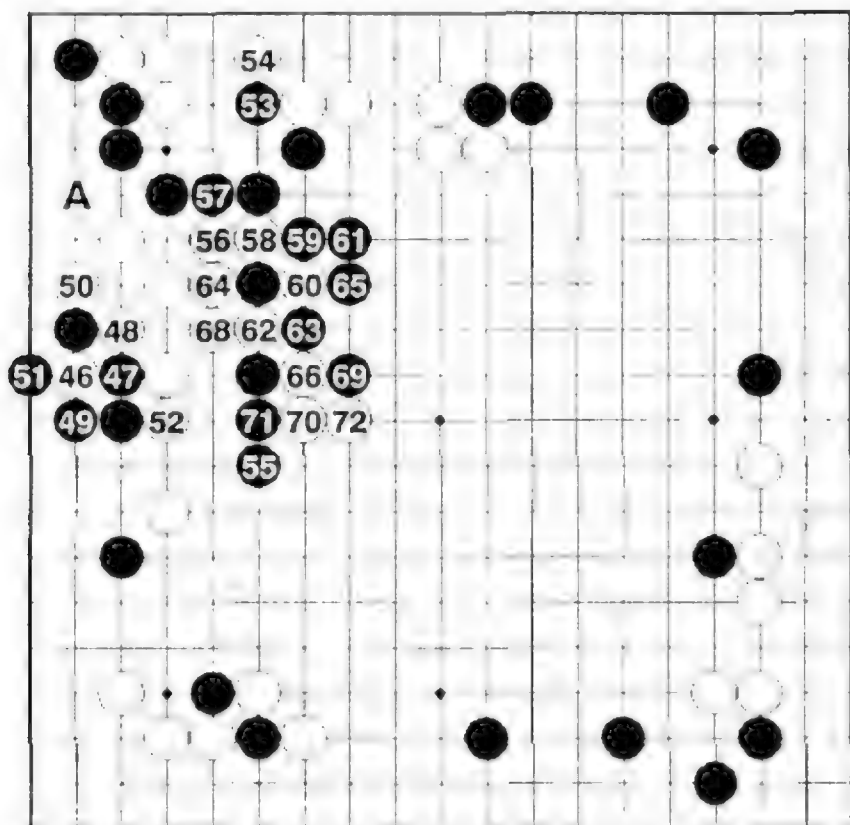
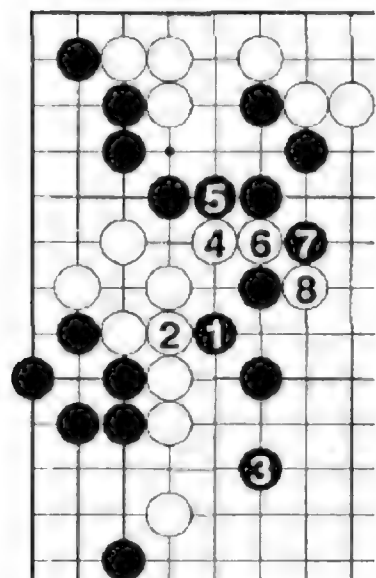
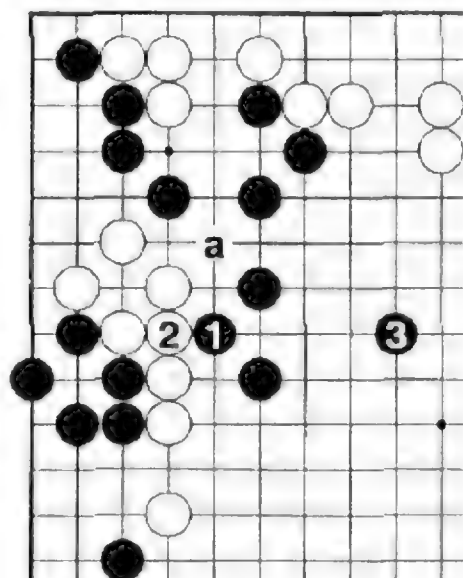


Figure 2 (46-72)
67: ko



Dia. 6: better?



Dia. 7: a little better

Figure 2 (46-72). The tight Yu Bin style

SY: White 46 was praised as a magnificent move.

MGW: By whom?

SY: It was a comment on the Net. This move was praised lavishly.

KH: Really? Is it so different from just pushing down at 52? I just can't see that White accomplishes much.

KK: I don't like the way Black is playing. I must scold Cho later. [laughter] Instead of 55, Black should force with 1 in *Dia. 6*. Because there's no other way to settle the position.

KH: Then play 3?

SY: Even then, White will probably push through and cut with 4. Black still faces a tough fight after 8.

KK: H'm. Really? That's right.

KH: How about taking up position with 3 in *Dia. 7*? H'm. I like this. Somehow it seems to reduce the severity of the peep at 'a'.

KK: Black's thinness is unchanged, but this is better.

SY: Wait a minute! The double peep of 56 became possible because White got stones at 48 and 50, right? That means 46 is a good move after all.

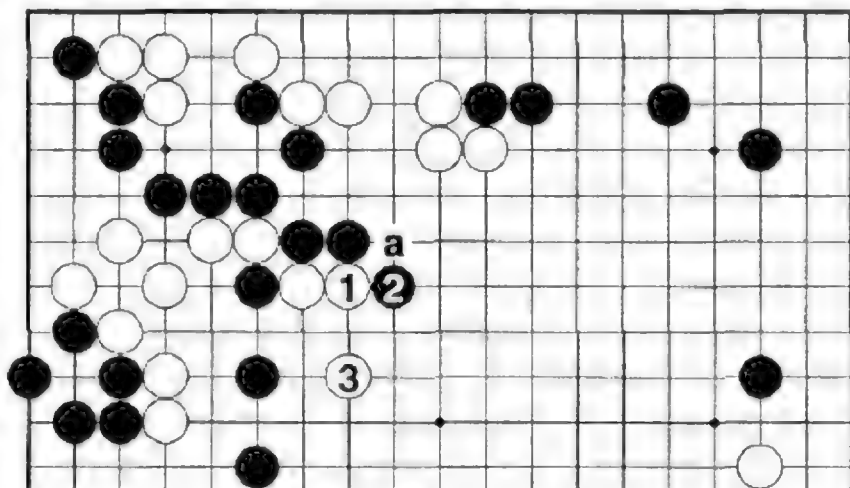
KH: That's what it means.

KK: Hey, what do you think of White 62?

KH: This is it! Isn't this what you could call the Yu Bin style? Black counters with 63 and 65, so White is forced to add a stone at 68. You have to admire Yu's calmness.

SY: His view presumably is that the result is good enough if he can split Black into two with 72. This judgement is certainly not mistaken.

KH: As far as severity goes, setting his stone in motion with 1 in *Dia. 8* is several degrees more severe. If Black 2, White 3 creates a cutting point at 'a'...



Dia. 8: much more severe

MGW: Which specific white moves are so tight?

KK: Perhaps Yu wanted to get a stone at 68. This is a painful shape, but it is rich in eye shape. Even if White is sealed in, he can live unconditionally with A. The difference between having and not having life here is like the difference between heaven and hell.

MGW: Isn't his play slack? Wouldn't he have regrets if he lost?

SY: Yu intends to win with these moves. That's what's so fantastic.

KH: That's why he can remain a front-line player. Every player wants to win by playing tightly. But that's the hardest thing to do.

KK: It was just at this point that I got a telephone call from Izumi. I answered honestly. [laughter]

KH: White has the lead.

Figure 3 (73-110). Desperately trying to catch up

KH: Tight play by Yu is also conspicuous in

this figure. Though the result is that complications arise.

MGW: That's not yet apparent, is it?

KH: It's a subtle thing. White has the lead, but you can't say he has a definite win yet. At this point, Cho is going all out trying to catch up. In other words, Cho is making a game of it.

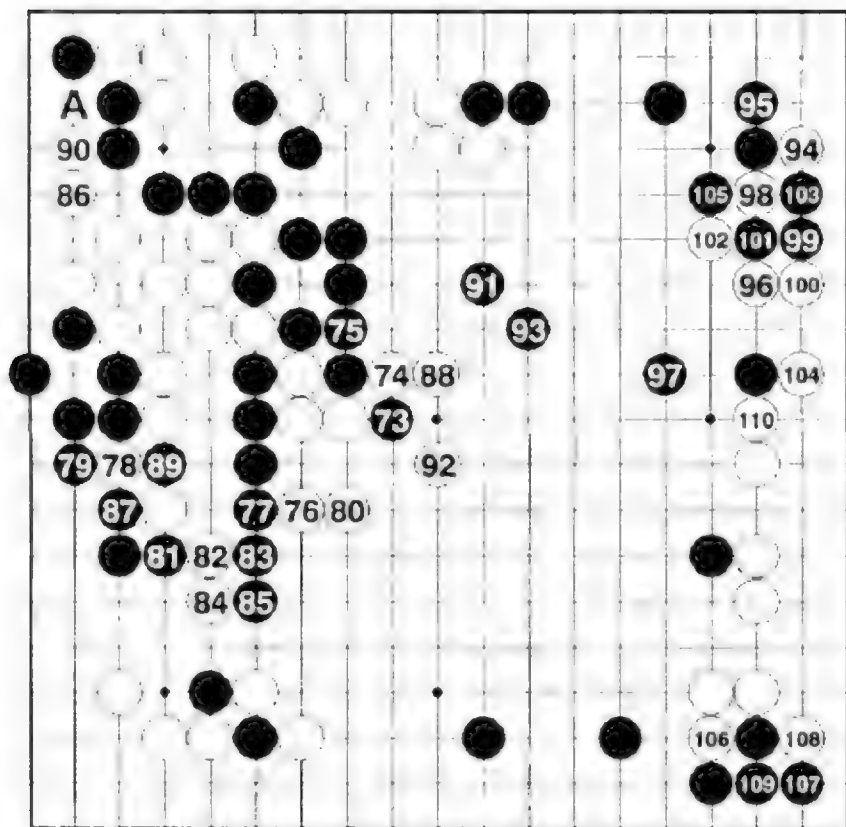
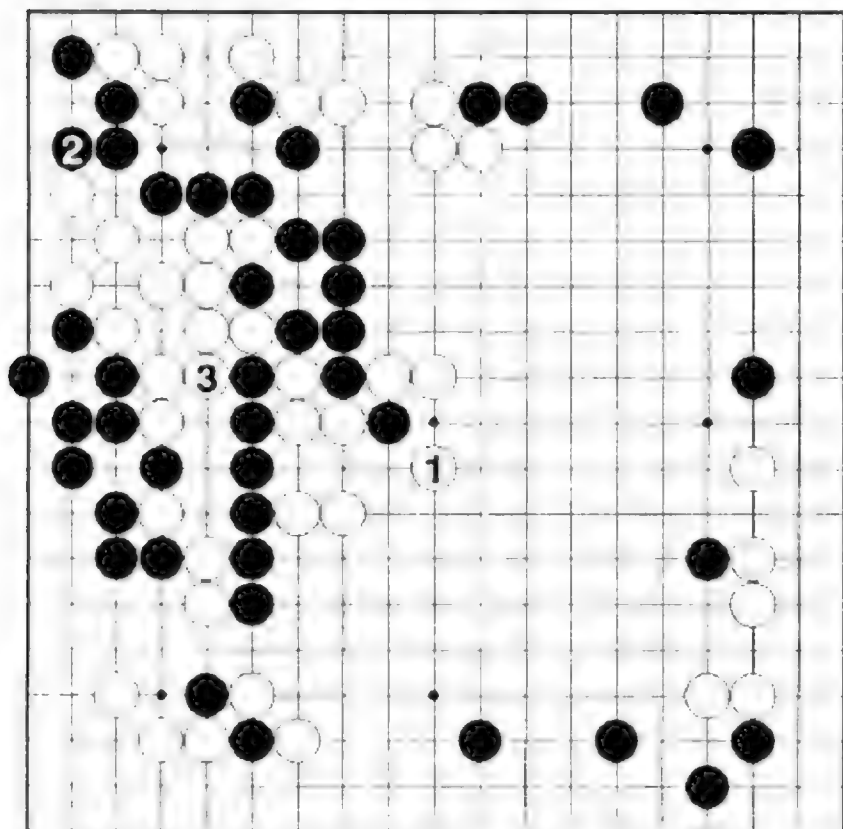


Figure 3 (73-110)



Dia. 9: slack

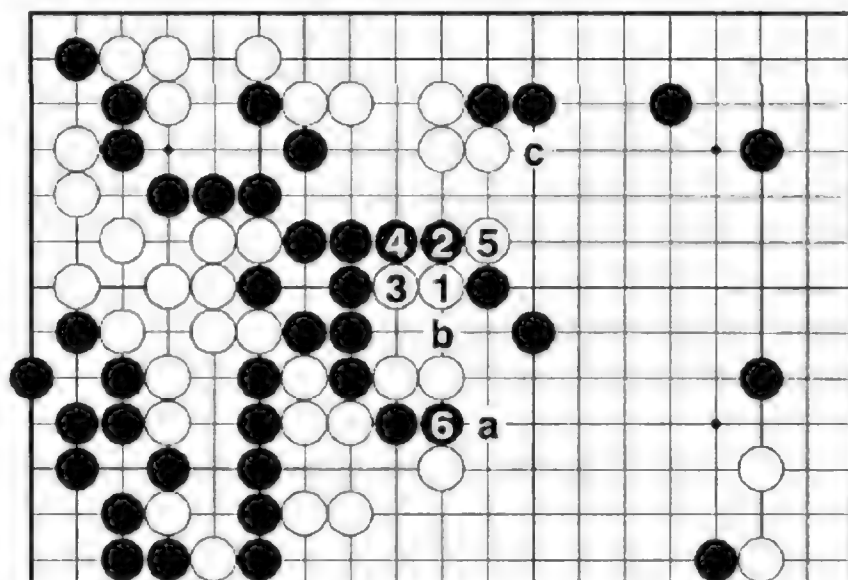
KK: White 90 is an absolutely essential point. If, for example, White played a leisurely move like 1 in *Dia. 9*, the issue would immediately be thrown into doubt. This is precisely what one means by a slack move.

KH: The left-side white group can't be captured, but Black 2 becomes sente: White can't omit 3.

MGW: I see. The black group gets better eye shape if he can block at Black 2 in sente.

KK: The black group would be virtually alive. Make sure you appreciate just how big White 90 is. By the way, it also sets up the cut at A. From the point of view of profit, too, it's a first-rate move.

KH: I'd also like our readers to focus on the situation after Black flees with 91 and 93. Players proud of their fighting strength would probably attack with 1 and 3 in *Dia. 10* without even thinking. [laughter] Hey, this is no laughing matter. Both players are glancing sideways at this variation during the next few moves.



Dia. 10: brute force backfires

MGW: What does Black do if White cuts at 5?

KK: Black counters by pushing out at 6. If White 'a', Black 'b' captures the pivotal stones. The only thing is that Black will be in considerable danger if White gets a stone at 'c'. He probably won't have the time to answer at the top.

KH: White 94 to 104 on the right side also illustrate Yu's tightness. If he wins the game in this style, it will be a very satisfying victory. But Cho is no ordinary player. Before long, he plays an exquisite move.



Yu Bin

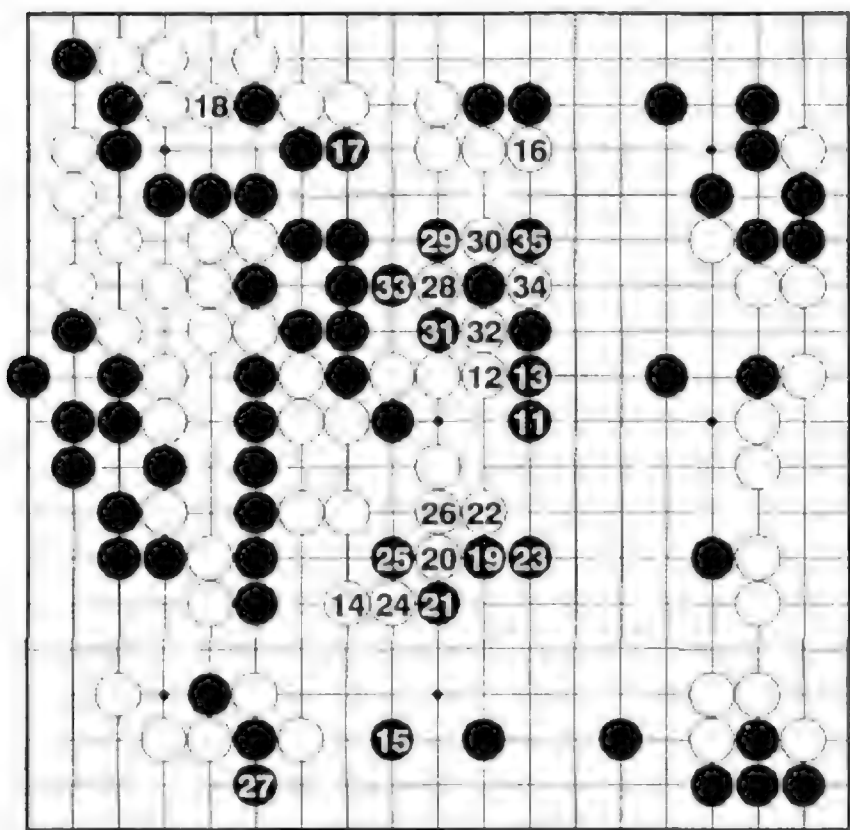
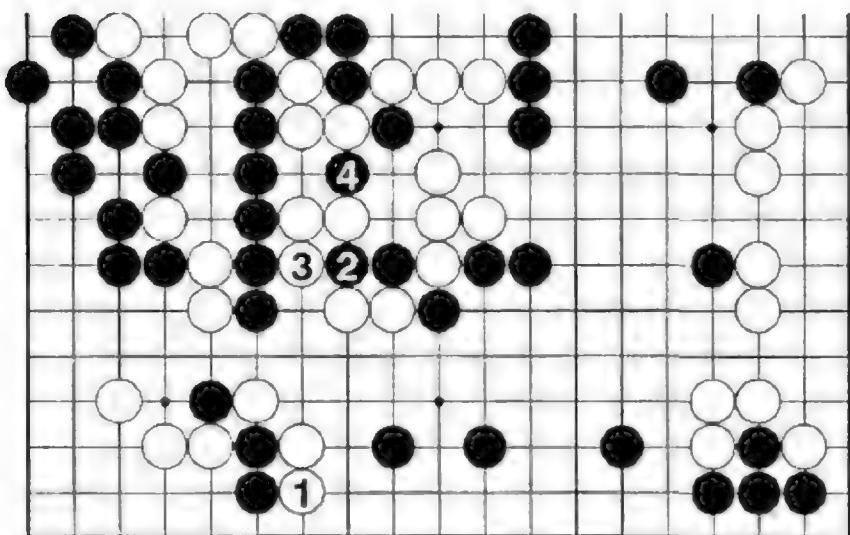
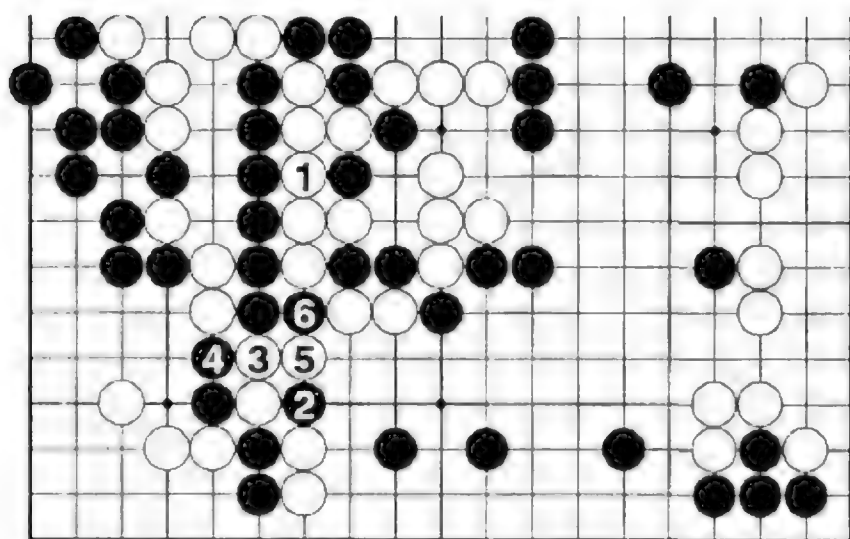


Figure 4 (111-135)



Dia. 11: falling into a trap



Dia. 12: the trap

Figure 4 (111-135). Cho makes the game a contest.

MGW: I can't wait to see Cho's exquisite move.

KH: Here it is: Black 19.

MGW: Oh. He's attacking the centre white group. But White has no trouble looking after it up to 26 — securing not inconsiderable territory into the bargain.

KK: Cho's real aim is Black 27. This descent is a fierce move.

MGW: One is tempted to capture with White 1 in *Dia. 11*.

KH: Thanks for playing the straight man. [laughter] How will you answer Black 2?

KK: White 3 is the only move. Black then delivers the finishing blow with 4. If White connects at 1 in *Dia. 12*, then Black sets up a double atari. White collapses.

MGW: I surrender.

SY: White will have to defend somewhere instead of 1 in *Dia. 11*, so Black takes a lot of profit with Black 1, but you can't go so far as to say this would make the game a win for Black.

KK: That's so. However, game psychology is complicated. No matter how calm you are, it would be funny if the awareness that the opponent was aiming at moves like this didn't make you lose your cool.

KH: With 28 to 34, White is defying Black to fight the ko with 35. So much for Yu's tight play!

KK: In actuality, I think that White is still ahead, but it's true that Black has made a game of it.

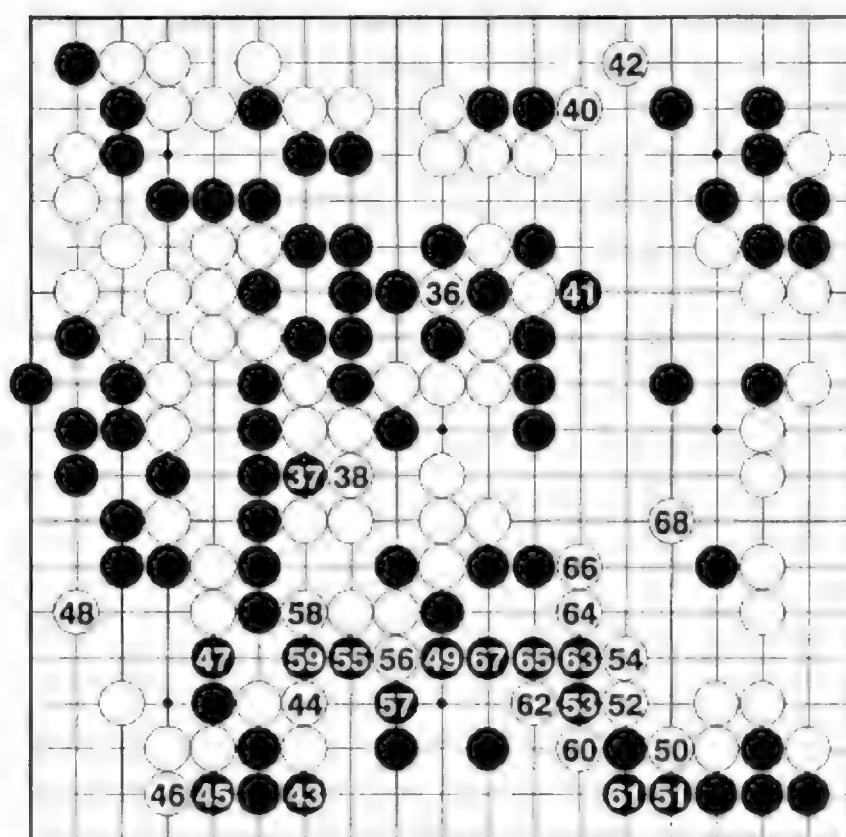


Figure 5 (136-168)

39: ko

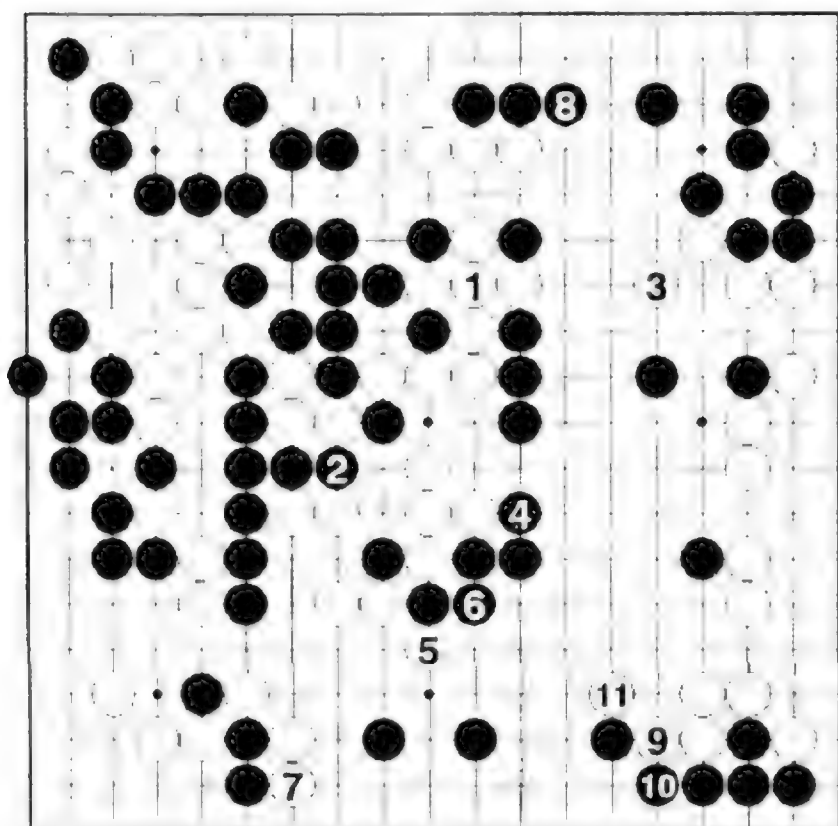
Figure 5 (136-168). Yu wraps it up.

KH: I think Yu got a little impatient. If White ended the ko with 38, he would have a win, but Yu overlooked this.

SY: The same opinion was expressed on the Net.

KH: If White played at 1 in *Dia. 13* instead

of 38, the sequence to 11 could be expected. Black is thin in the centre, and White's territory looks like increasing much, much more.



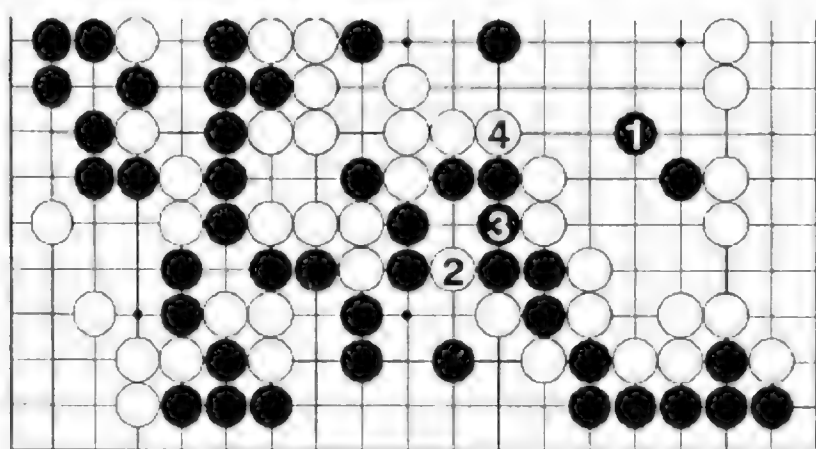
Dia. 13: a win for White

KK: In the end, Black won the ko, and White played successive moves at 40 and 42. I thought that Black had pulled off an upset.

KH: I agree with you. This amount of profit at the top is nothing to write home about.

MGW: Where was the issue decided?

KH: This time it's Yu's turn to play an exquisite move. Simply pushing up with 66 is clever. Black can't tenuki.



Dia. 14: disaster

MGW: Er, for example, if Black plays 1 in *Dia. 14* . . . Oh, White 2 and 4.

KH: You got it. In the game, Black has to defend at 67, so White swallows up a stone with 68. This settles the issue.

Figure 6 (169–210). *Not invincible with black*

KK: Complications arose in the latter part of the game, but in reality Black never had a chance to win. Imagine Cho doing so badly with black — it's unusual.

KH: Considering that the player with black should always have a chance of staging an upset even when the position is bad for him.

KY: Cho didn't lose even one game with black in last year's Honinbo and Meijin title matches.

MGW: Right. And, what's more, he was playing Yoda.

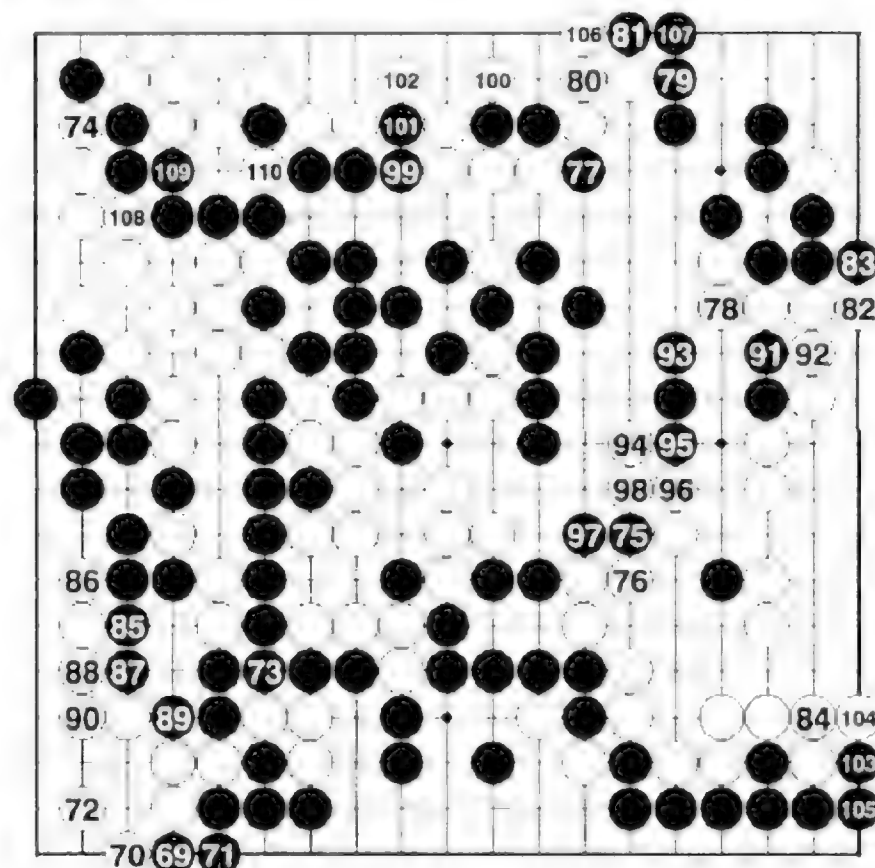


Figure 6 (169–210)

KK: How is the second game going? [The game was being played while this review was being conducted. Someone fetched a printout and the players examined it.] It's not very good — Cho doesn't seem to have enough territory.

KH: Successive losses would be painful. But there's no knowing what will happen.

KK: Sure. There's no point fretting.

Black resigns after White 210.

(Monthly Go World, May 2005)

Looking back on this game, Cho admitted that his fuseki strategy had been dubious. Actually, this was his first loss to Yu — he had won their previous three games — and it must have been painful to be beaten so convincingly.

Early in the second game, in which Cho adopted a thickness-based strategy unusual for him, he made an unthinking forcing move that gave Yu a chance to make a counterattack. His first international final seemed to be going very badly. The Korean officials in the pressroom looked just as worried as the Japanese group: was their international tournament going to fizzle out without any proper drama in the second stage in Seoul?

Game Two: A story of two peeps

White: Cho U

Black: Yu Bin

Played in Shanghai on 30 March 2005.

(From a brief report in *Monthly Go World*. No commentator credited.)

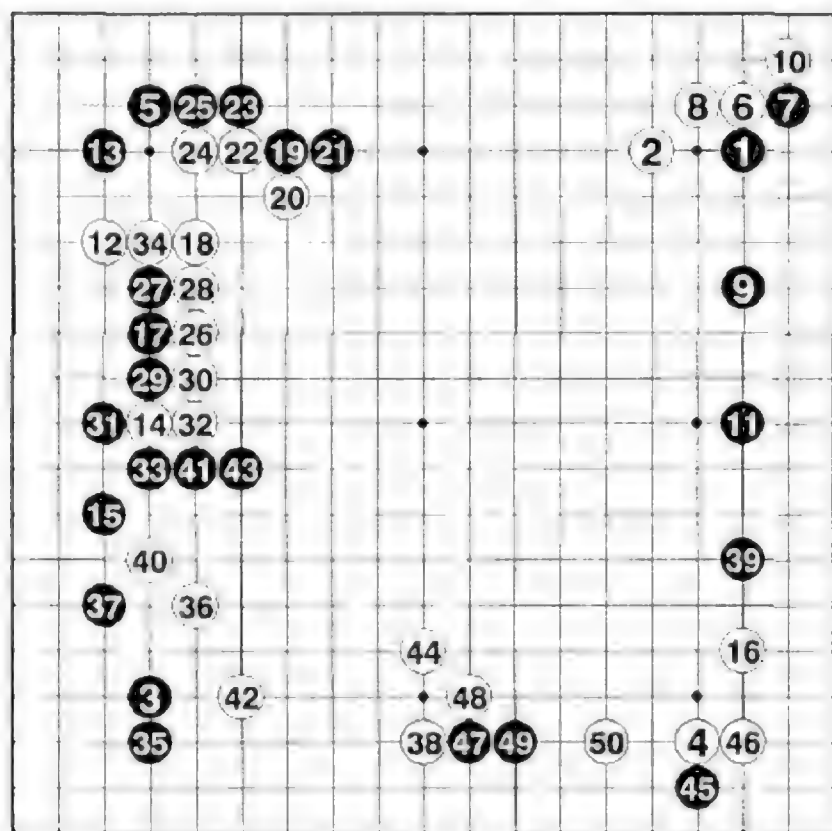


Figure 1 (1-50)

Figure 1 (1-50). A careless forcing move

Cho is well known as a territorial player, so his bold decision to emphasize thickness with the sequence from 18 to 34 is surprising. Cho: 'It was difficult to know how to build up White's position [in this opening].'

White 40 was meant as a forcing move, but Cho commented later that his play here was careless. When Black countered with 41 and 43, the players in the pressroom felt that Black had the better game.

Black plays steadily. When he erases the bottom area with 45 and 47, then links up with 77 in the next figure, he seems to be saying, 'There's no way I can lose this game.'

Figure 2 (51-100). Not giving up hope

Concerning the position at lunch [after 77?], Cho commented: 'The game may have been bad for me, but I believed that the margin was a very small one.'

White stakes his hopes on the area from the top into the centre, while Black tries to destroy it step by step.

Figure 3 (101-150). A turnaround

The peep of White 20 apparently took Yu by

surprise. After the unexpected sequence to 33, the highlight scene of this game makes its appearance.

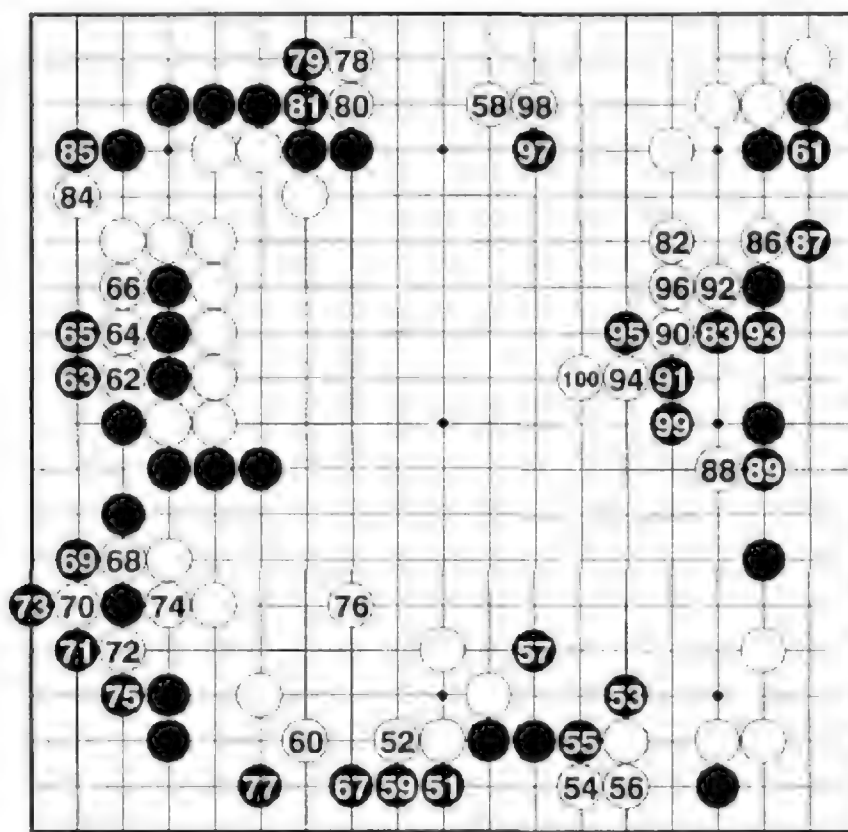


Figure 2 (51-100)

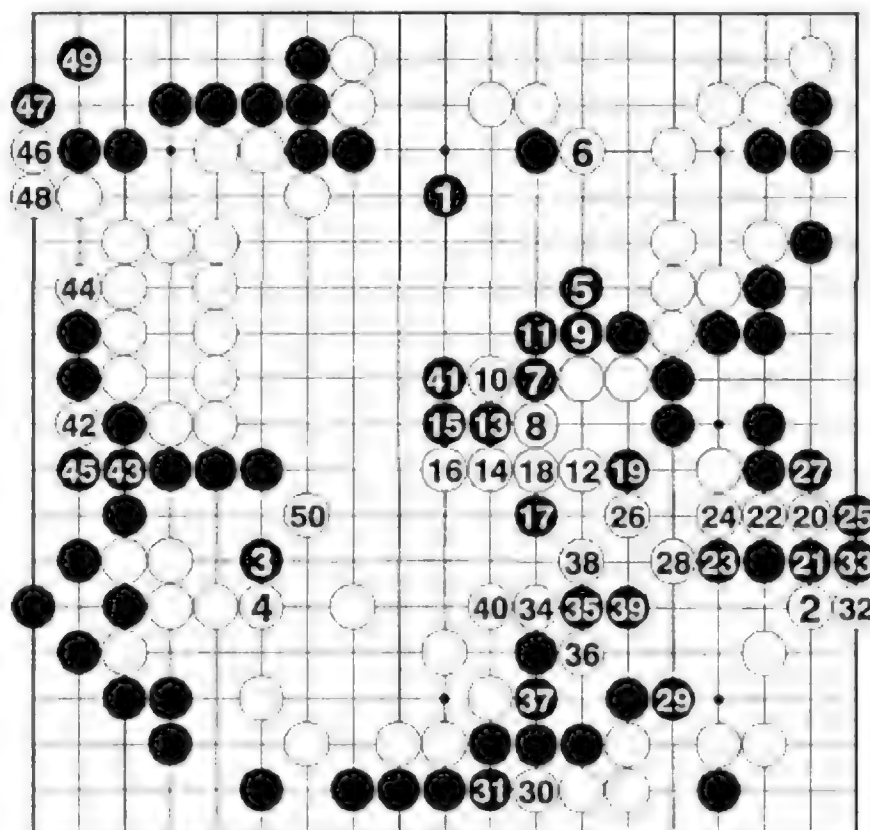


Figure 3 (101-150)

White 34, 36. Cho put all his strength into this combination. 'This was the only way; any other moves would lose,' he commented.

Up to 50, White builds a 15-point territory in the centre. Suddenly the game is very close.

Figure 4 (151-200). Pulling ahead

When Cho played the reverse sente move of 68, he calculated that he had a win by half or one and a half points.

Figure 5 (201-242). Endgame expertise

Cho: 'I can't tell what Black's losing move

was until I examine the game in detail.' It's safe to say that Cho's endgame expertise played an important role, however.

White wins by 1½ points.

(Monthly Go World, May 2005)

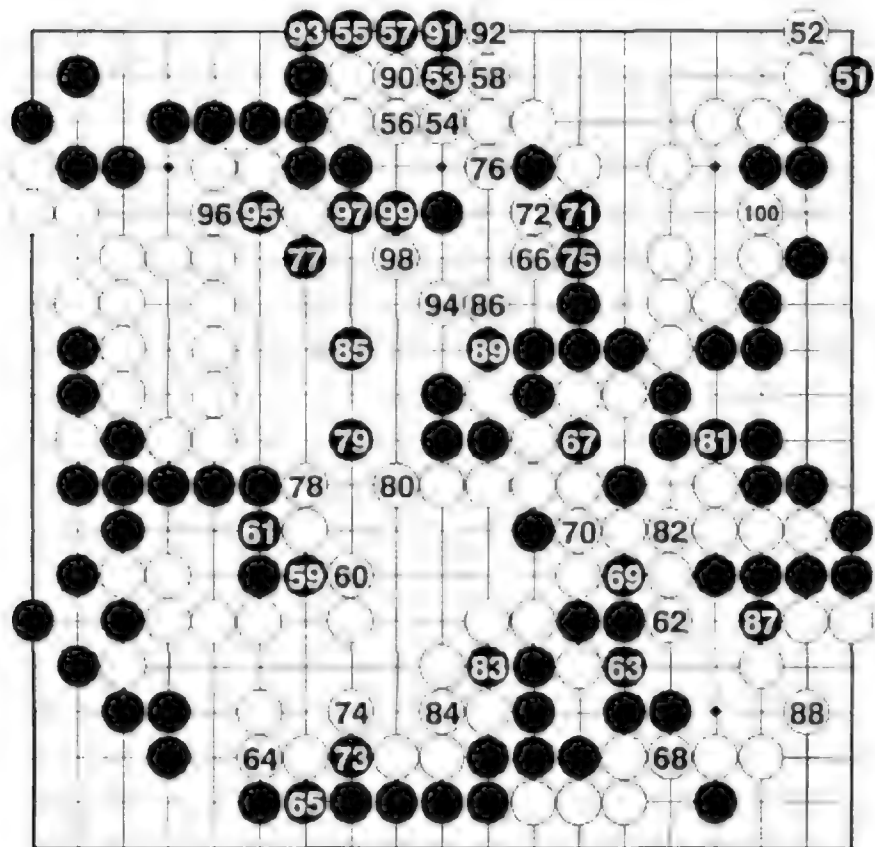


Figure 4 (151-200)

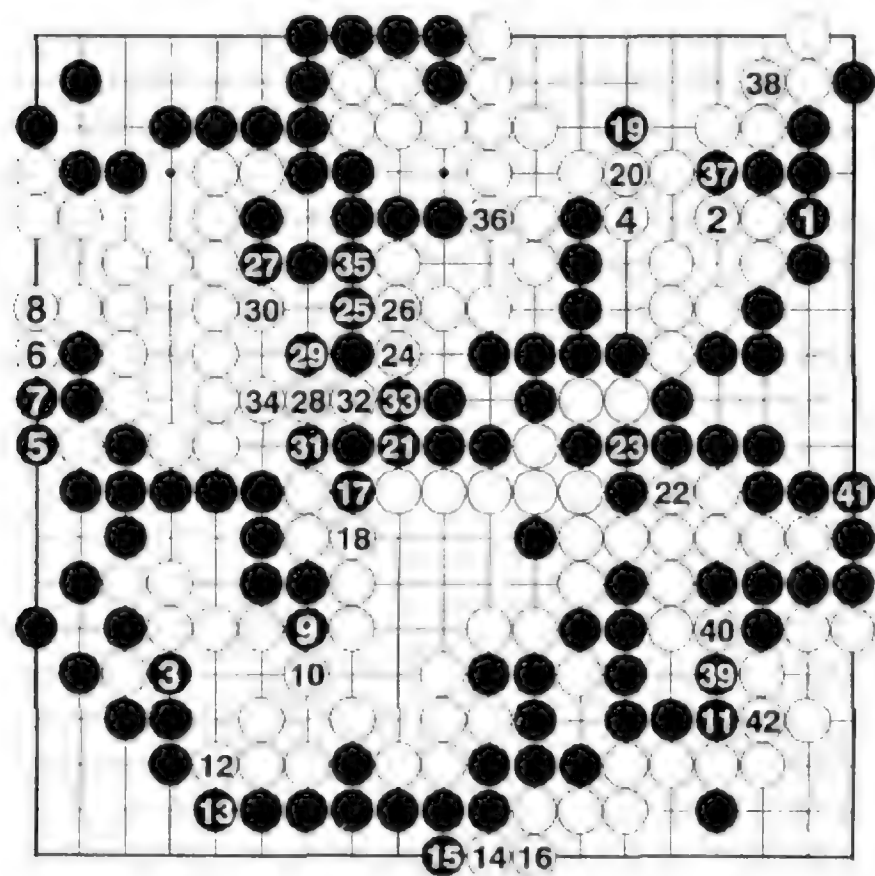


Figure 5 (201-242)

Game Three: A better fuseki for Cho

White: Yu Bin

Black: Cho U

Played at the Hanguk Kiwon in Seoul on 18 April 2005. *Commentary by Cho U.*

Figure 1 (1-35). *Cho takes an early lead.*

In the opening games of this series, Cho had been outplayed by Yu Bin in the fuseki, but he makes up for that in this game. He begins by

developing rapidly up to 13. Later he commented that this was the first time he had played the large-knight enclosure of 9.

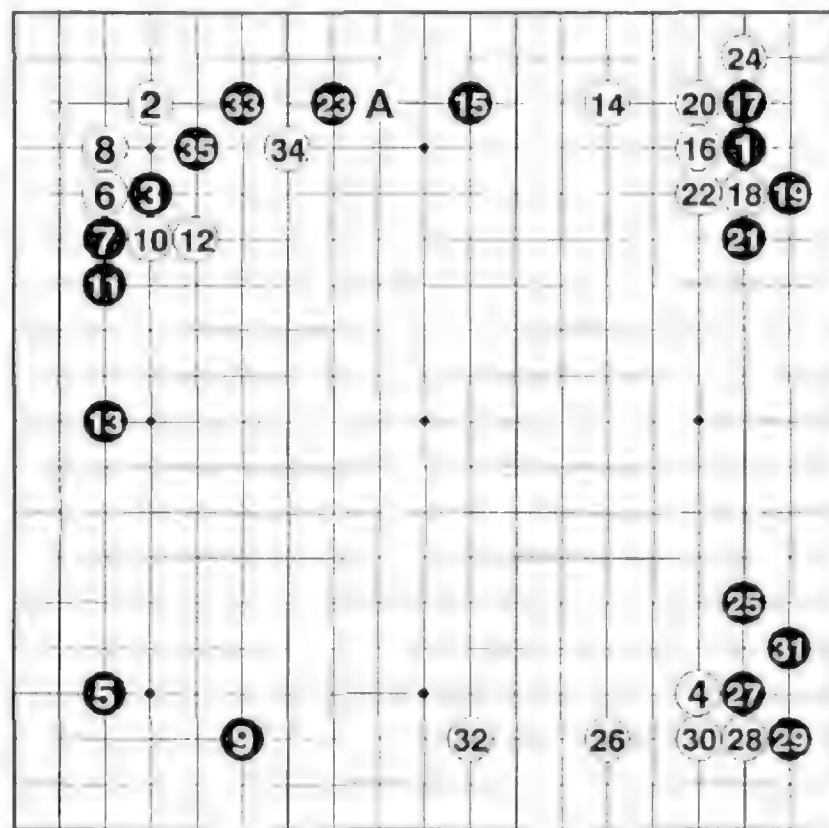
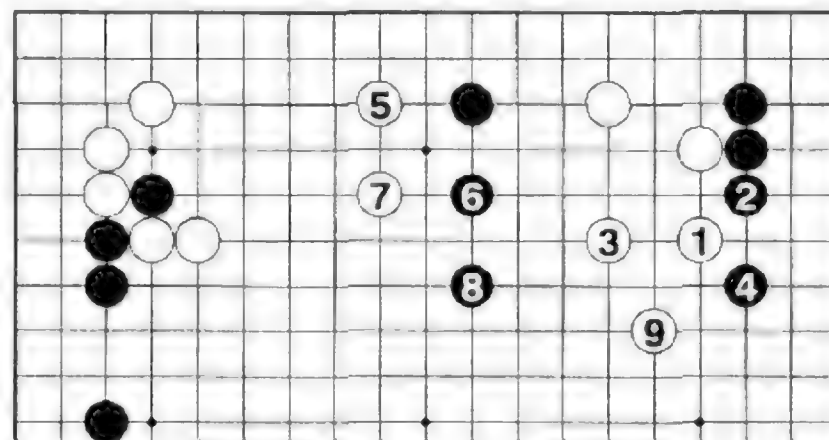


Figure 1 (1-35)



Dia. 1: better for White

Black 15 looks irregular, but Cho claims that it's a 'joseki'. In the ensuing corner fight, both sides are concerned with Black 15: White wants sente to attack at A. However, Black looks on his corner moves as forcing moves and switches to 23. Having been beaten to the punch here, White is dissatisfied with his opening. In retrospect, he should have used 18 to follow *Dia. 1*. White takes sente with 1 and 3, so he can switch to 5, getting a superior result to that in the game.

Cho also ignores the hane of 24, switching to the bottom right. Cho: 'Playing tightly in the bottom right corner [up to 31] offers support to my top-right-corner group.' [White can't make a double attack.] Yu is the one known for his rapid development, but Cho outdoes him in this game.

Black 33. Cho: 'This is a big move — I had been looking forward to it.'

Yu counterattacked with 34, but he commented later that Black 35 was 'severer than I had anticipated'.

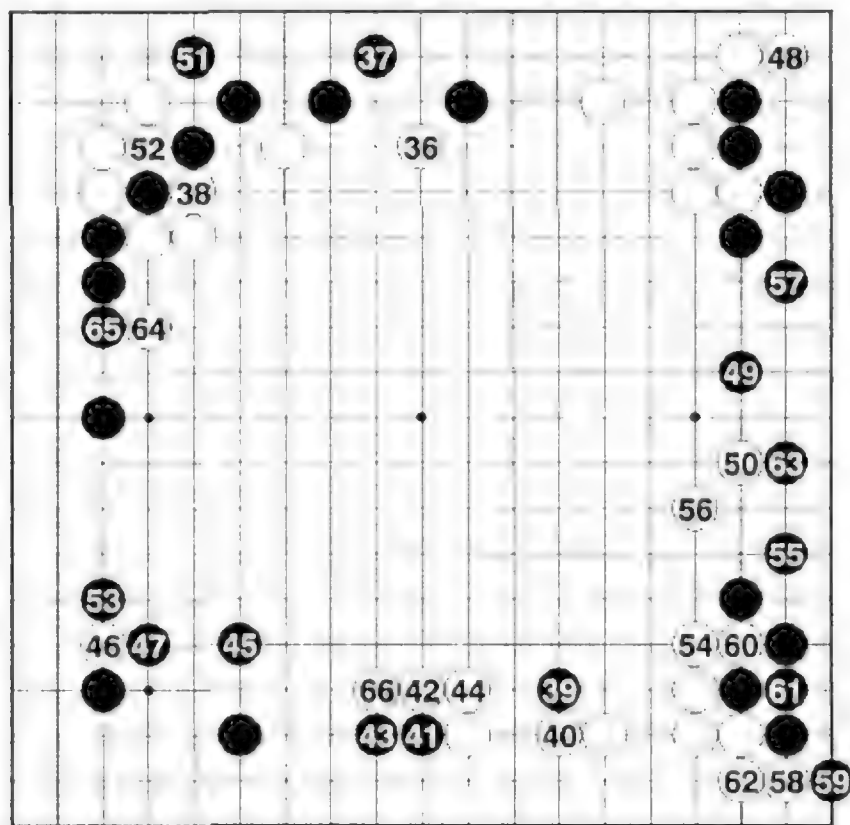
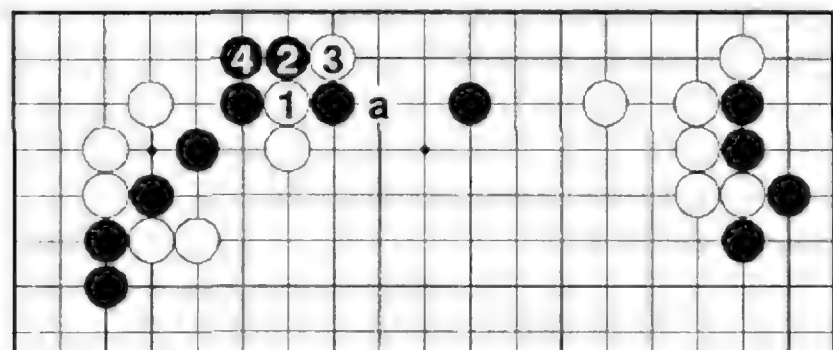


Figure 2 (36-66)



Dia. 2: ladder unfavourable

Figure 2 (36-66). Black sets up a win.

White 36. White can't play 1 and 3 in *Dia. 2*: Black connects at 4, and the ladder at 'a' doesn't work for White. Because of this threat, however, Black 37 is correct shape.

White has no choice but to back up at 38. Cho: 'Black has got the result he wanted at the top. He has developed a little faster than White.'

Black 39 helps White to solidify his position at the bottom, but Cho commented: 'I judged that the centre wouldn't become big.'

Black 41 aims at taking sente so Black can jump to 45. He is still developing quickly.

After 47, White switches to the top right corner instead of extending at 53. Presumably Yu Bin judged that playing White 53 would just hasten his defeat [by letting Black settle the shape], but even so it's clear Black has the lead when he later plays 53.

White 50. White's only hope is to start a decisive fight on the right side; he is aiming at the placement of White 57. Cho ignores him, playing 51 and 53. Cho: 'Capturing the white stone with 53 is a thick move: White can no longer come into this area. Black has nearly 50 points here.' Black's 'lead' seems to have changed into 'a

sure win'.

White tries to harass the bottom right black group with 54 and 56 while pinning his hopes on his centre potential. White 64 and 66 are part of his centre strategy.

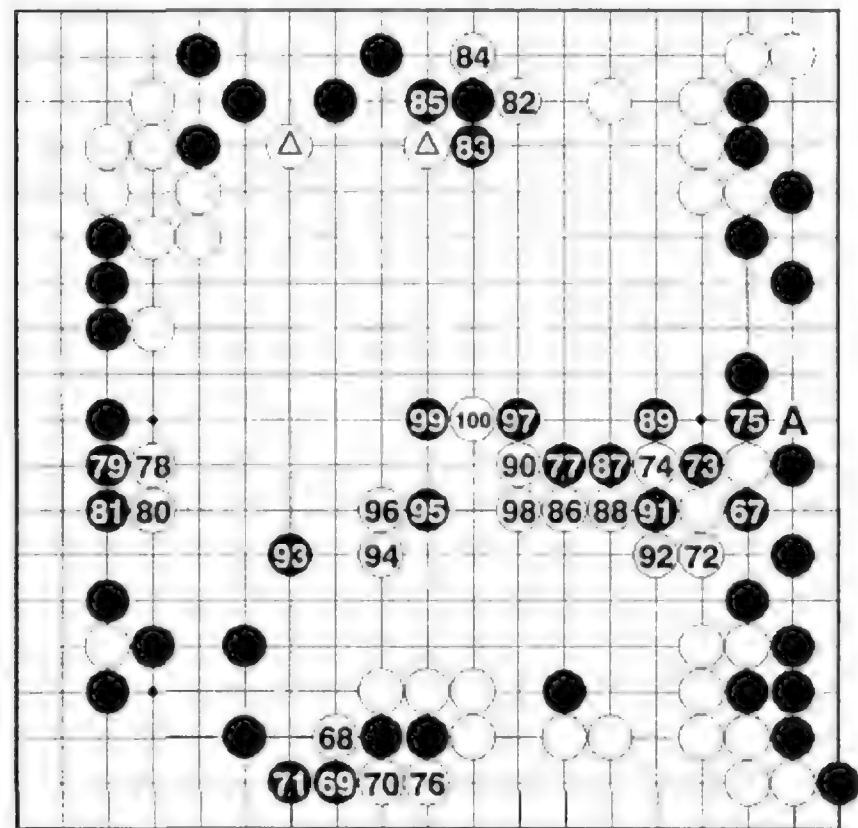


Figure 3 (67-100)

Figure 3 (67-100). Inconsistent play

White is waiting for a good opportunity to attack the top right black group, which is still unsettled, by making a hane at A. Black nips these plans in the bud with 67. His strategy is to lightly discard two stones when White attacks with 68 and 70.

White 76 is a mistake. Locally the capture is very big, being worth 15 points, but it's 'an end-game move' (Cho). It's not going to create chances of an upset; in fact, it fixes the game as a loss for White. He had no choice but to extend solidly at 89, gradually building up centre strength; this would also work in concert with his marked stones at the top. Yu expressed regrets later: 'I should have made a contest of it in the centre.'

Black 77 (the first stone played after lunch) is right on the vital point; it takes aim at the defects in White's position to the right.

White's play now becomes a little erratic — perhaps he has been shaken by his strategic slip-up. White 82 extinguishes the vitality of the marked stone below 85.

Black 93 is well judged. White goes all out with 94, but this is a little unreasonable; the standard move would be a diagonal connection to the left of 98. The only thing is that White can't win that way.

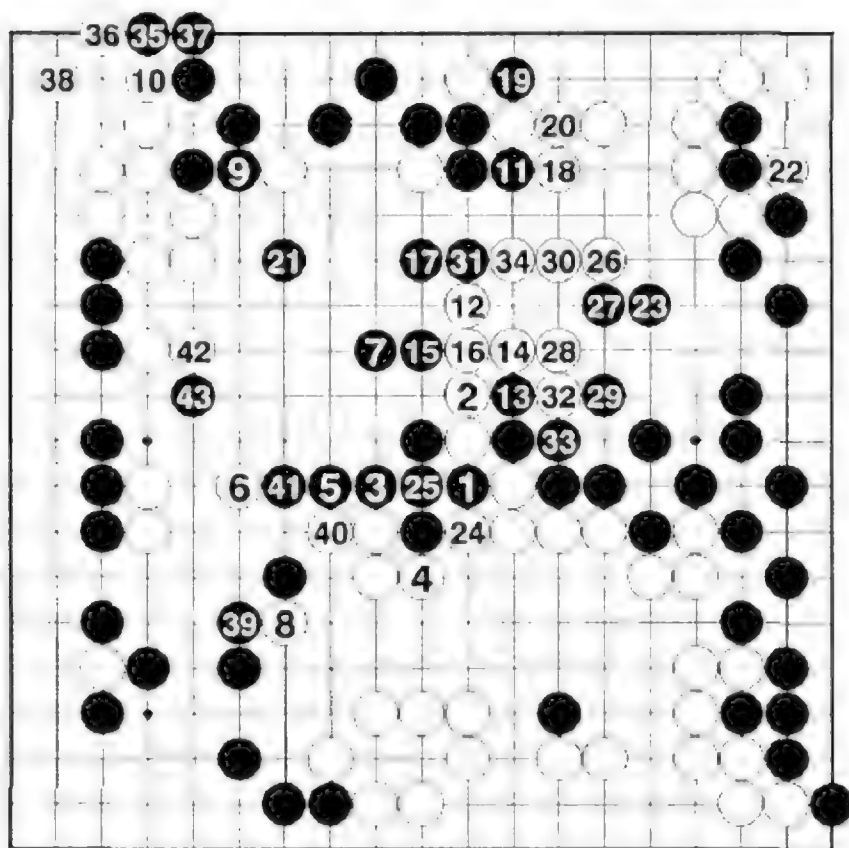


Figure 4 (101-143)

Figure 4 (101-143). A one-sided win

Black 43 captures three stones, but even if they escaped White would be 15 points behind on the board.

*White resigns after Black 143.
(Go Weekly, 2 May 2005)*

Game Four: Cho's first world title

White: Cho U

Black: Yu Bin

Played at the Hanguk Kiwon in Seoul on 20 April 2005. *Commentary by Cho U. Report by Kawakuma Hiroyuki.*

This game was quite a contrast to the third game, being full of tricky fighting. Cho built up a lead in the opening, but in the middle game he got into bad trouble and was 'resigned to losing'.

Figure 1 (1-21). A popular joseki

White 2. For once Cho plays peacefully, not making his 'trademark' immediate approach move at 16. Presumably Yu Bin would have worked out a counterstrategy for White 16, so White 2 avoids letting him use the fruits of his research.

The high one-space pincer from the star-point stone played in the bottom right corner has been a popular joseki recently. Cho explains the thinking behind White 12.

'If Black plays 17 at 1 in *Dia. 1*, White starts a ko with 2 etc. If Black answers 10 at 'a', White retakes at 6 and ignores any ko threat Black makes. If instead Black connects the ko, White

captures at 'a'.

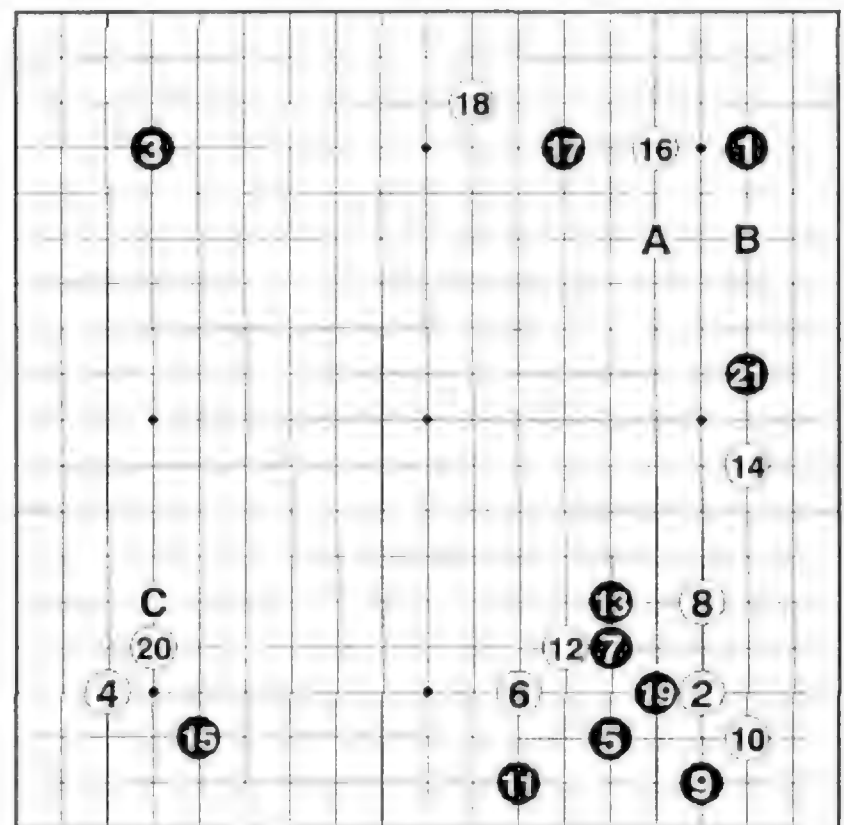
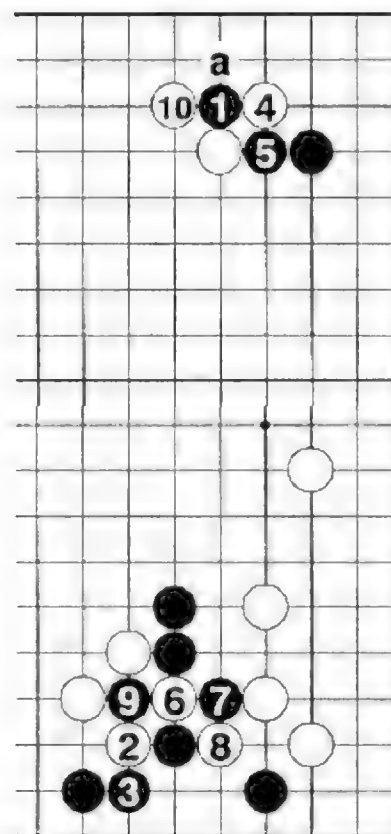
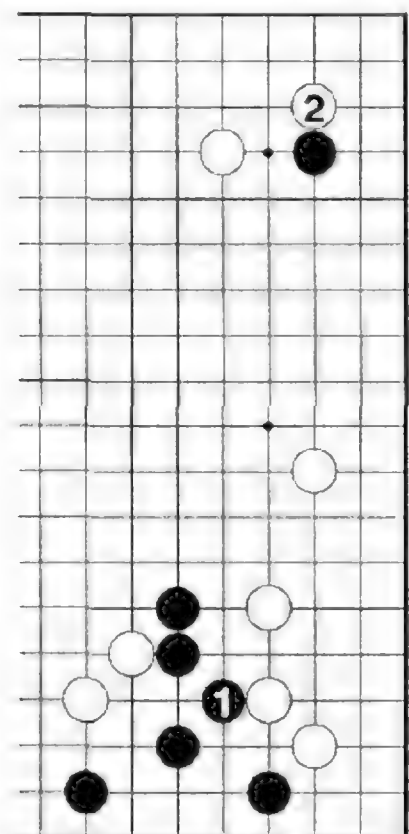


Figure 1 (1-21)



Dia. 1: ko



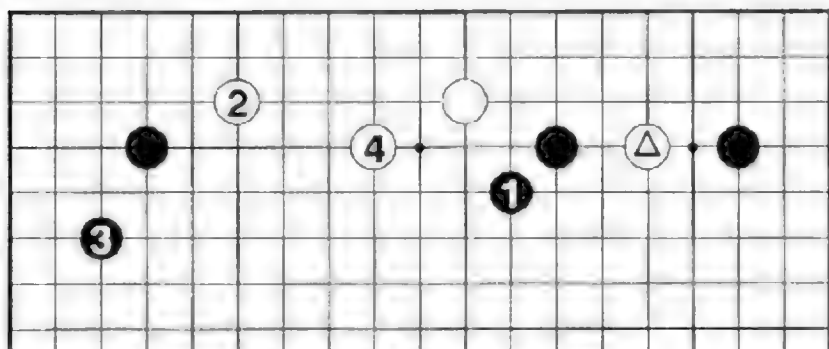
Dia. 2: alternative

White 18. White considers the White A-Black B exchange as lacking in subtlety. He treats 16 as a light stone; he will wait to see what the opponent does before deciding what to do with it.

Black 19. Cho: 'At this point Black added a move at 19, but White 20 was a good point. In view of this, Black could have considered playing 17 at 1 in *Dia. 2*; if White 2, Black plays 3 at C in the figure.'

Black 21 is a special plan on Yu's part. As we see later, it aims at gouging out White's side position with the attachment of 35 in Figure 2. Cho: 'The conventional move for 21 is probably 1 in *Dia. 3* (next page). If Black had played

there, I would have stuck to my policy of treating the marked stone as light. My plan was to play 2 and 4. Yu probably guessed my intentions; that's presumably why he played 21.'



Dia. 3: Cho's plan

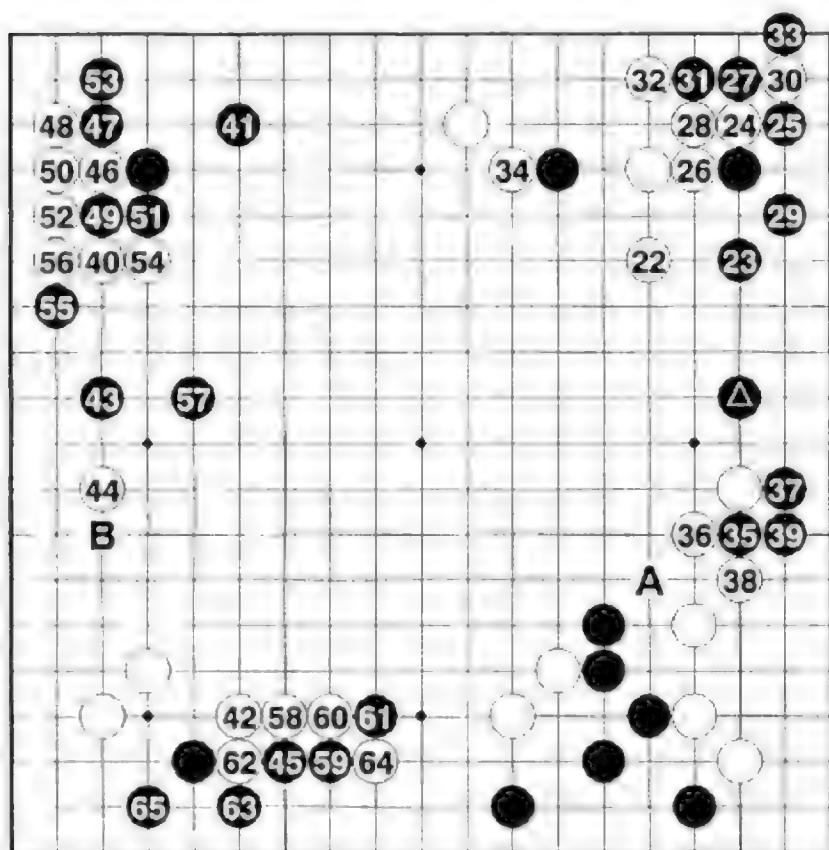
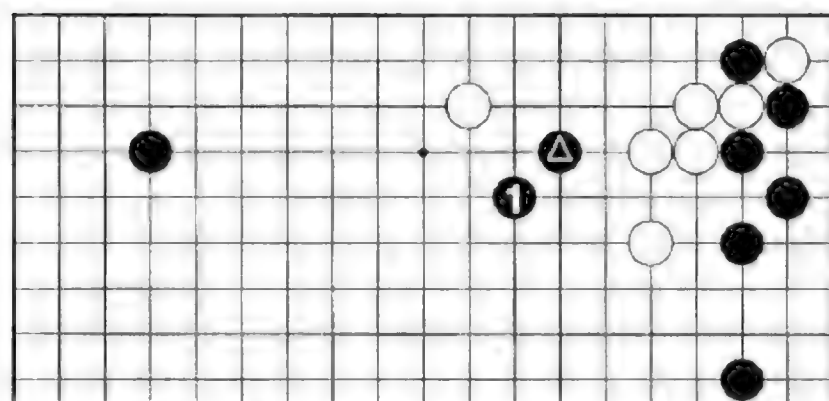
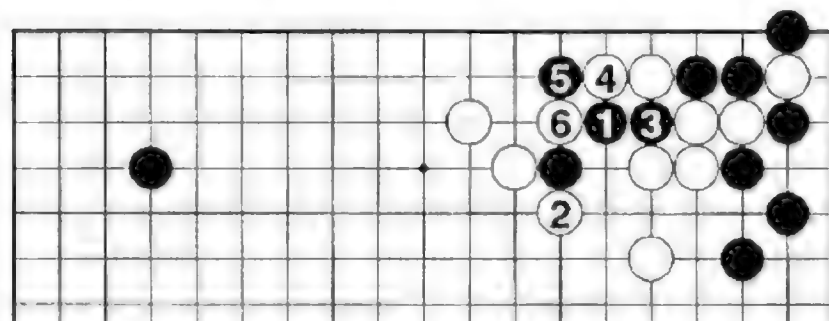


Figure 2 (22-65)



Dia. 4: keeping an option open



Dia. 5: Black fails

Figure 2 (22-65). Yu's oversight

Since Black hasn't played in the top right, White sets his stone in motion with 22 and 24.

This forces Black to answer at 23, so in a sense he gets a low, overconcentrated position with the marked stone. Later, White 34 works perfectly.

Cho: 'Black could also have played immediately at 35 instead of 31. If he omits the 31-34 exchange, he would leave open the option of playing Black 1 in Dia. 4. In the game, he can't do anything with the marked stone. If Black plays 1 in Dia. 5, White can counter with 2. Black's cut fails because of the throw-in at 6. After the game, Yu commented that he overlooked the diagonal move of 34.'

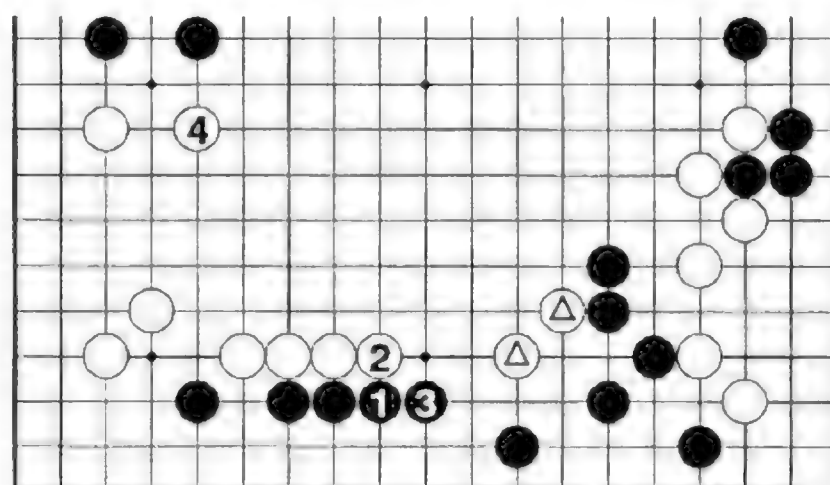
In the game, Black takes more corner territory, but his outside stone is immobilized. Cho believes that leaving open the option of playing Dia. 4 would have been better for Black. The game might already be easier for White than for Black.

Black 35 is not simply a move gouging out territory; it creates a forcing move at A for later. In a sense, Black is investing in the bottom area, so that makes White 42 a bigger move than it would otherwise be. White 40, preceding it, is a forcing move. White 44, denying Black the chance to extend to B, is an essential move.

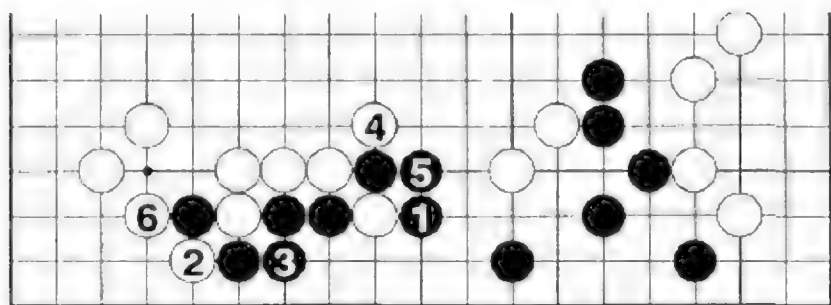
White looks thick and he's not behind on territory either. Cho commented: 'It's a leisurely game. Up to this point, White has no reason for dissatisfaction.'

White 46. Cho: 'At this point, the move I wanted to play was pushing along at 58. I thought that playing 46 to 57 first was a plus for White.' If White plays 58 first, there's a possibility that, depending on how the game develops, Black might get the jump on White and descend at 46. In a broad sense, the moves from 46 to 56 are forcing moves. Note, too, that the top left white group is not as weak as one might think.

Black 61. Cho: 'If Black 1 in Dia. 6, White plays 2 and 4. A link emerges with the marked stones, which is a little painful for Black, so playing aggressively with 61 is natural.'



Dia. 6: painful for Black



Dia. 7: good for White

Black 65. 'If at 1 in *Dia. 7*, White plays 2 to 6, taking a large profit in the corner.'

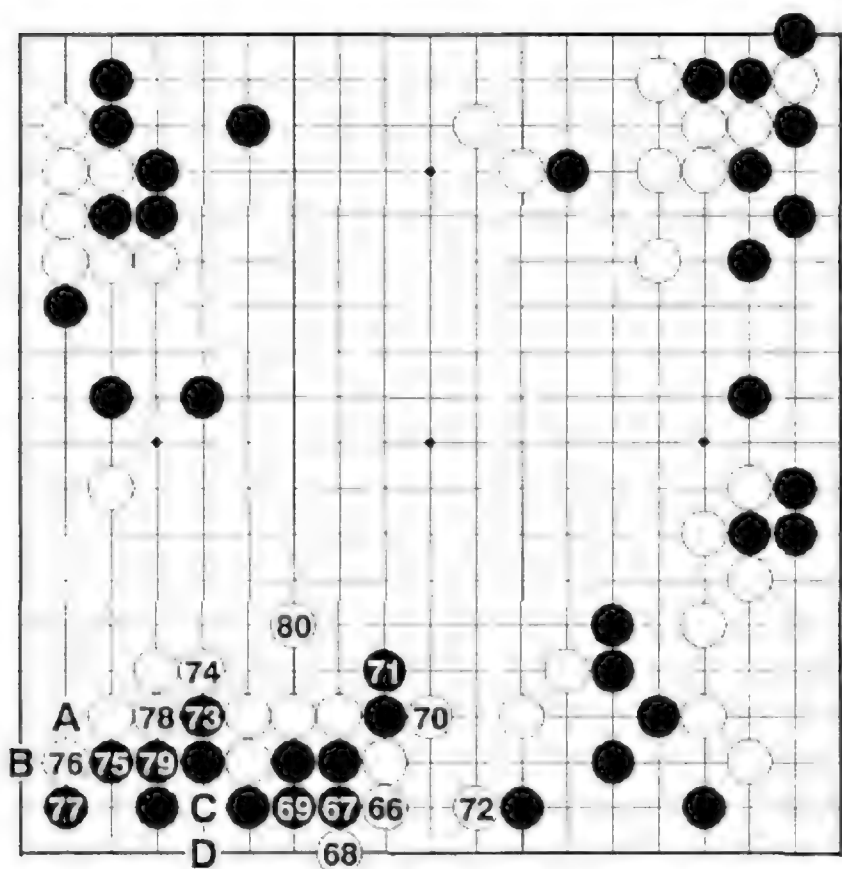
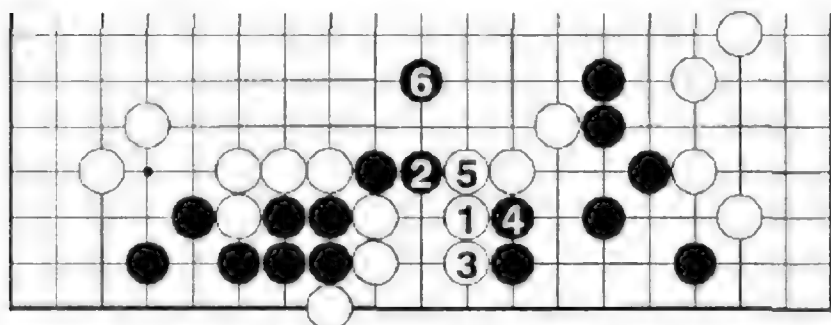


Figure 3 (66-80)



Dia. 8: good style gives a bad result

Figure 3 (66-80). Subtle manoeuvres

Cho: 'White 70 and 72 may appear a little crude, but I believed I should play like this. If White plays at 1 in *Dia. 8* instead of 70, he gets poor eye shape up to 6.'

If White is going to defend at 80, then forcing with 76 and 78 is correct. If White plays 80 first, then Black will answer 76 and 78 by capturing at A; if White 79-Black B-White C-Black D follows, White captures two stones, but then White 80 becomes a stupid move.

Figure 4 (81-100). Yu misses the key move.

Black 87 is correct. If Black played at A, then after Black 91 White B would become sente, so White could secure independent life with C.

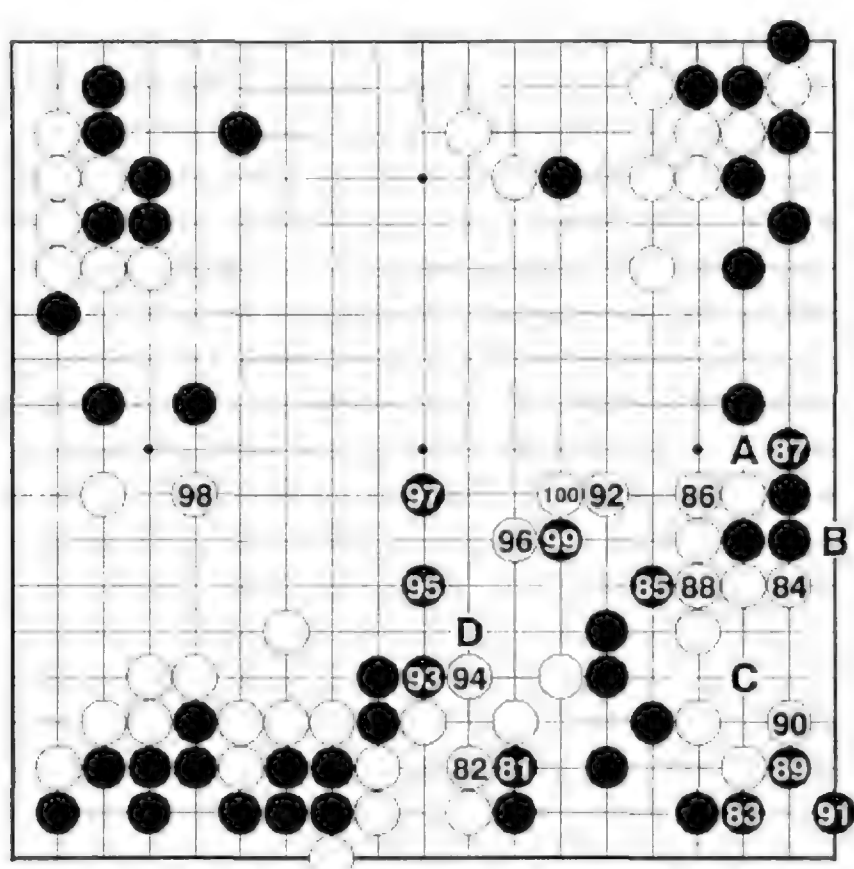
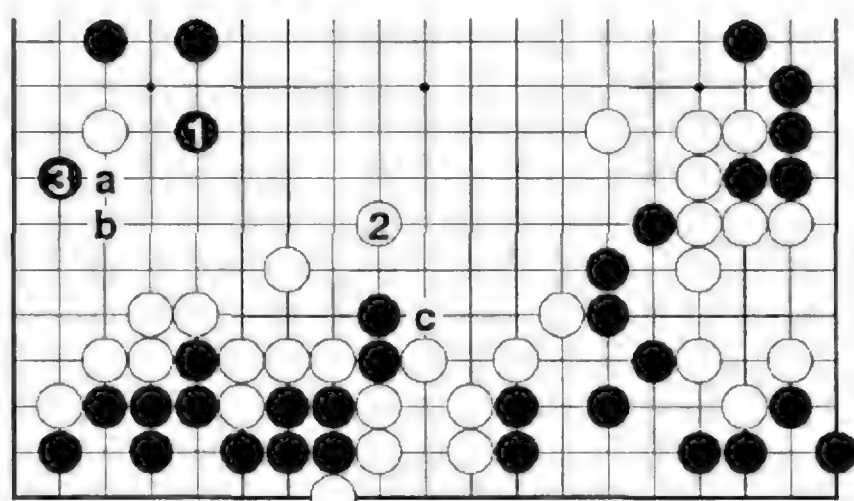


Figure 4 (81-100)



Dia. 9: the urgent move

The game already appears favourable for White, but in this figure Black makes a mistake, so the gap widens. Black 93, which prepares to move out into the centre while waiting for a chance to attack White, appears natural, but it is dubious.

Cho: 'In this position, jumping to White 98 is big. When White plays here, the game clearly becomes good for him. That means that instead of 93 the most urgent move is jumping sideways at 1 in *Dia. 9*. If White answers at 'a' or 'b', then that in itself makes 1 a forcing move; Black then plays 'c'. I did not intend to answer 1; probably I would have played 2, but then Black can make the placement of 3. This is big; at the least, the result is superior to that in the game.'

What that means is that playing just one move at 96, then switching to 98, was shrewd. Of course, Cho had to have read out how to deal with Black's sharp attack at 99. Extending at White D is sente, as it threatens to capture three black stones; Black has no way of both cutting White off and denying him two eyes — that's what Cho concluded.

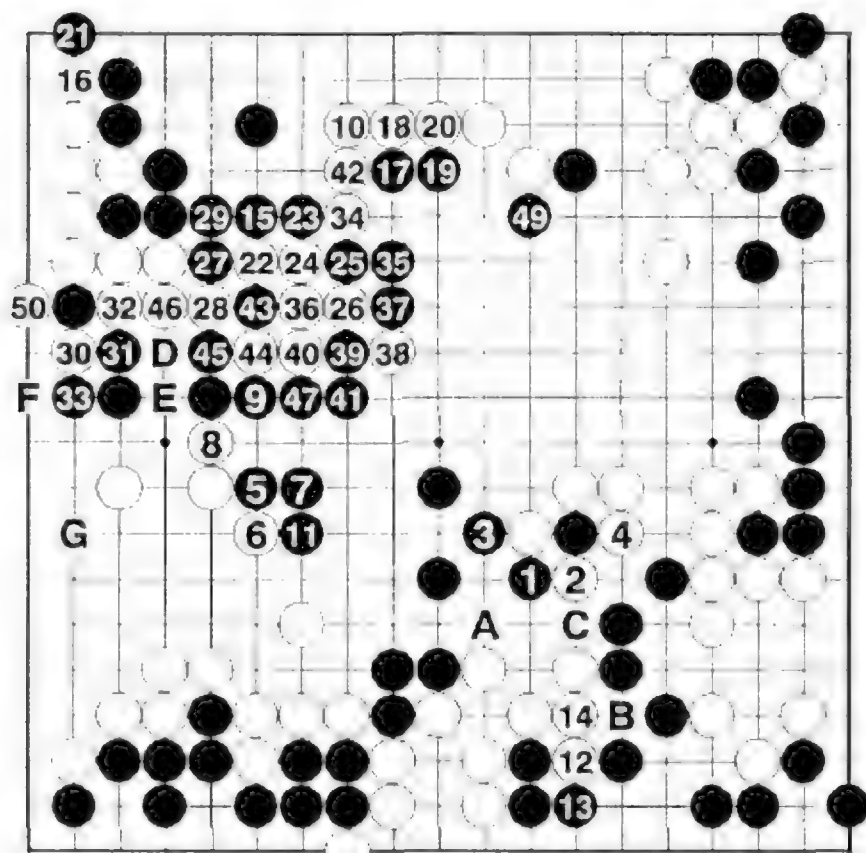
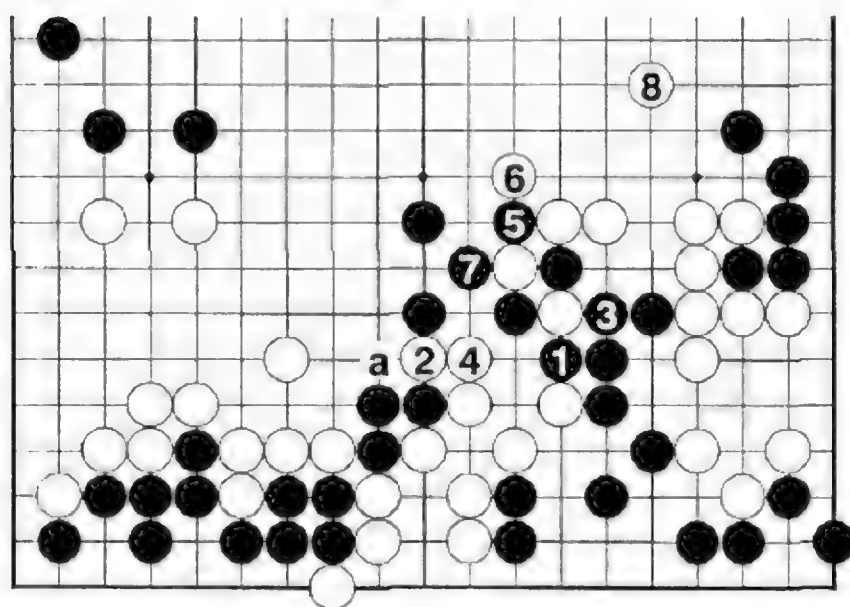


Figure 5 (101-150)
48: connects



Dia. 10: Black can't capture White

Figure 5 (101-150). Cho falters.

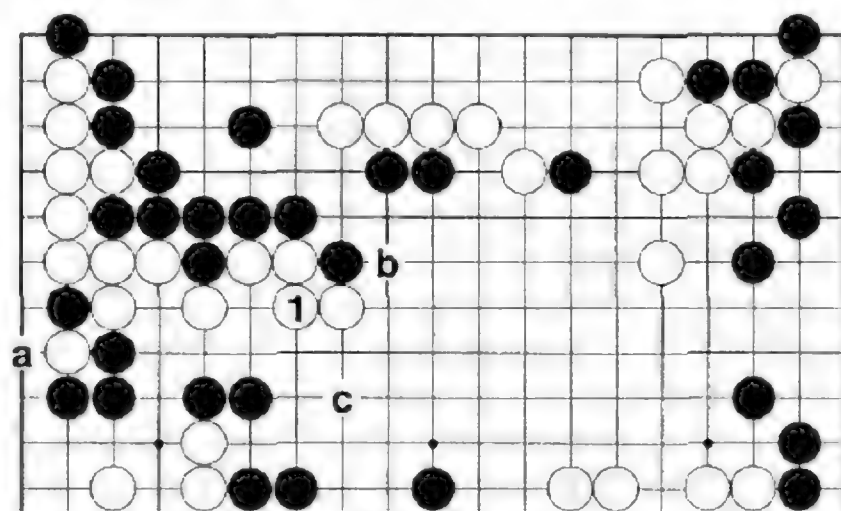
Black 3. Cho: 'If Black 1 in *Dia. 10* instead, White answers at 2: White's group is safe. If Black 3, White 4 captures the three black stones. If Black 5 and 7, White plays 8, and Black hasn't profited.' [Note that Black 3 at 'a' is gote, so White has time to link up.]

Black has little choice but to force with 3, though this could not be more painful. When White switches to 10 he has the lead. With Black 11 in place, White loses the forcing move of A, so he reinforces with 12 and 14. This sets up the move at B to save the group, which, needless to say, is more efficient than linking up on C.

White 16. Locally, the white group is already alive. If White descends at 21, he has two eyes; if Black hanes at 21, White captures a stone with D-Black E-White 30.

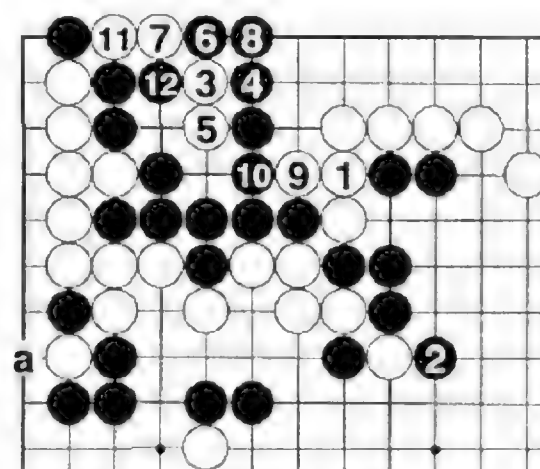
'At this point, I thought that I could win on the board,' said Cho. But — 'Everything starts [to go wrong] with the cut of White 34. If instead

White has simply connected at 1 in *Dia. 11*, the game would have ended earlier and wouldn't have been counted. White is not afraid of Black 'a': White 'b' and 'c' are sente, so White can get eyes any old way. What Black wants to do, rather, is to seal off the outside and force White to live with 30 and 50 in the figure. In that case, Black could play F in sente, then jump in at G. However, it will be difficult for Black to arrange things like this if White doesn't cut at 34.'

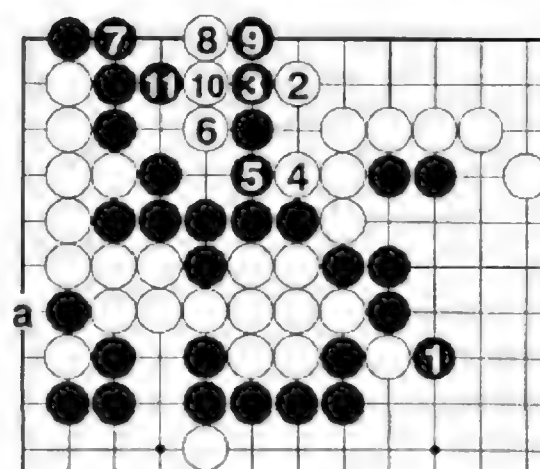


Dia. 11: a safe win

Black 37 was a strong move — White expected Black to capture a stone with 42. Cho made another miscalculation. He had planned to play 40 at 1 in *Dia. 12*. White 3 does reduce Black to one eye, but after 12 White has to throw in at 11; Black captures at 'a' and wins the capturing race.



Dia. 12: White loses



Dia. 13: wishful thinking

Black 49 was another good move. Cho had jumped to the conclusion that Black would play 1 in *Dia. 13*. In that case, he planned to exchange

2 for Black 3, then to live with 'a'. That would leave him with the sente seki of 4 to 10 for later.

White has to live with 50. When Black takes territory with 51 in the next figure, he has upset White's lead.

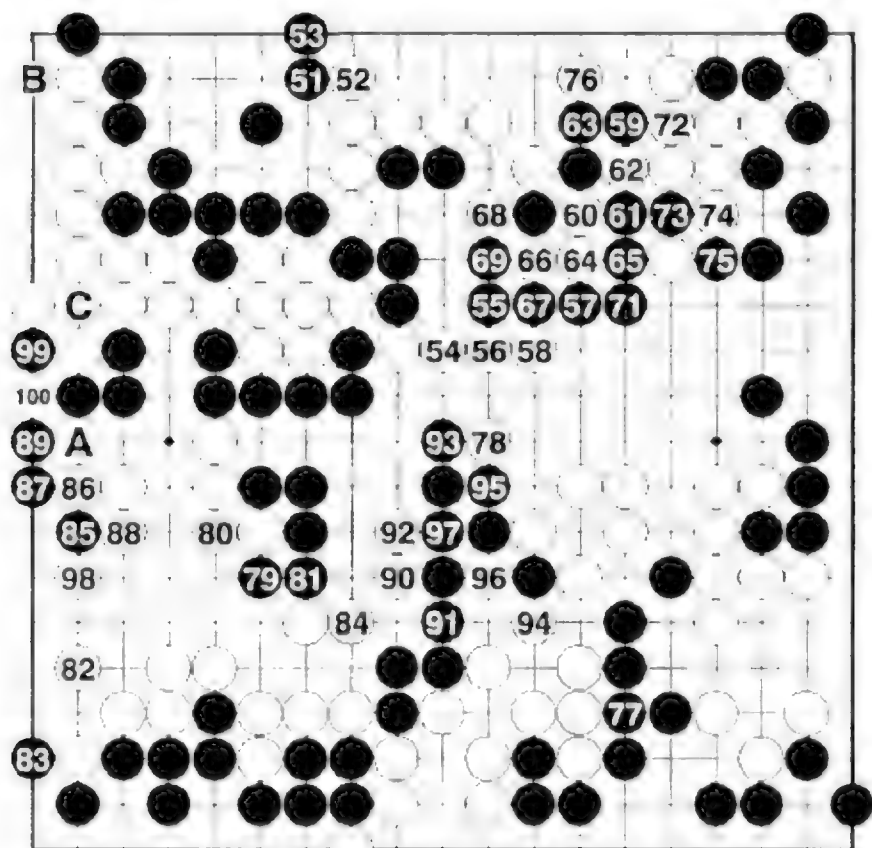


Figure 6 (151-200)
70: connects

Figure 6 (151-200). Yu slips up.

Yu Bin's moves are all hitting the spot now. White 60 and 62 are the only moves, but the squeeze following 63 feels good. Black 73 and 75 are also sente.

Cho: 'At this point, Black looks like winning by ten points on the board if he plays the end-game conservatively. I had given up hope — so it's going to go to Game Five, I thought. Even so, I resolved to fight my hardest right to the end. And a chance came surprisingly fast.'

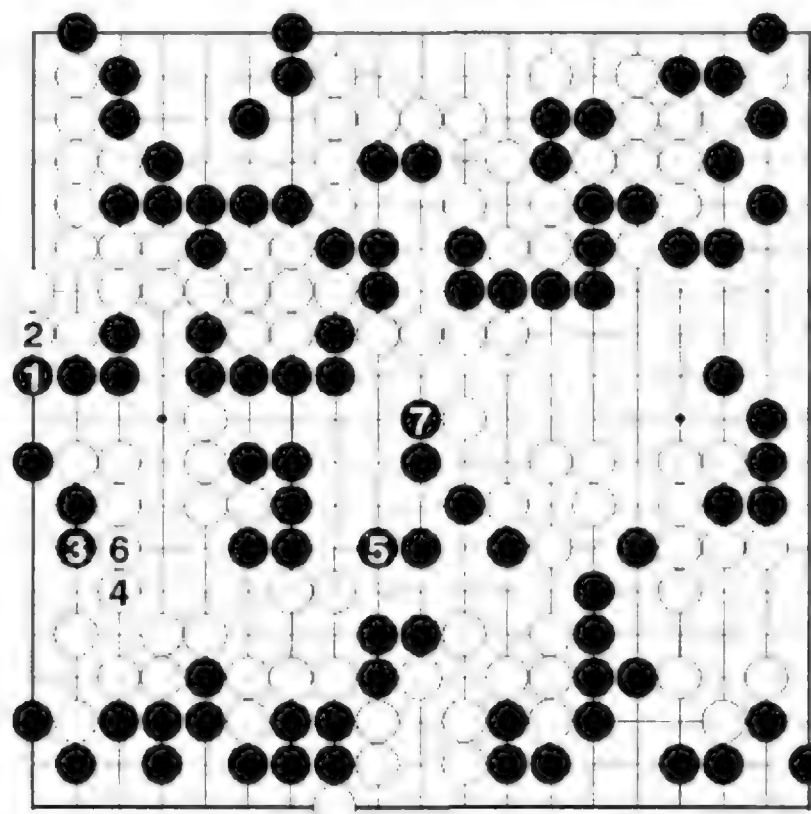
Black 85 is the move referred to earlier. If White uses 84 to forestall this tesuji, he loses when Black plays 84. When Black plays 89, White decides to go all out, though he knows the throw-in at 99 is coming. Black 85 to 89 attack the eye shape of the white group, yet White boldly attacks the enormous black group with 90 on. This is a blood-curdling game.

Black 89. Cho: 'Black should have descended at 1 in *Dia. 14*. In this case, White 2 and Black 3 follow, and Black should win. The logic of Black's play is that it would be even better for him if White played 99 in response to Black 89, but I had no inclination whatsoever to answer 89.'

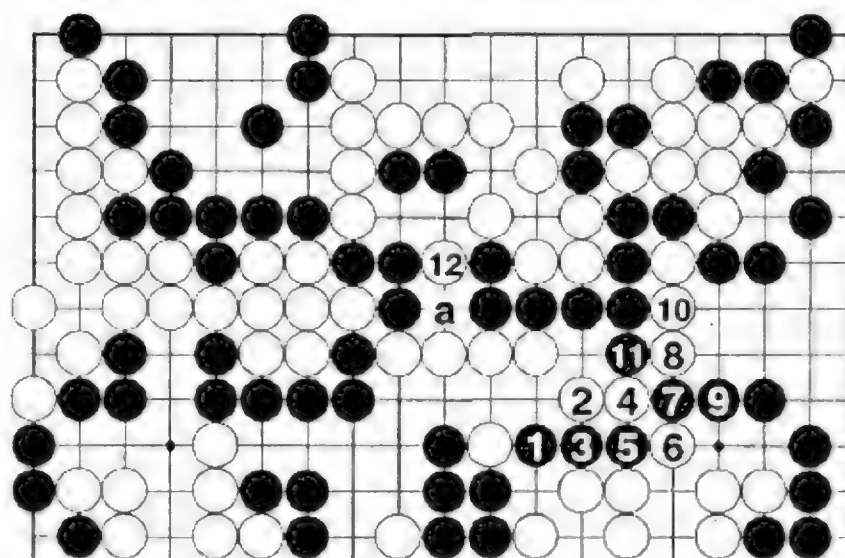
The ko started by 99 also places a large burden on Black. If he loses it, White is left with the cut of A. What's more, he can't end this ko by

connecting at 100; if White descends at B, the ko continues with Black C. In short, this is a two-stage ko.

Another point is that Black can't capture the centre four white stones with 1 in *Dia. 15*. After 2 to 11, White plays at 12, and Black can't connect at 'a'. That means that Black has to find ko compensation that will guarantee the life of his large group.



Dia. 14: a probable win for Black



Dia. 15: Black can't capture



Cho U

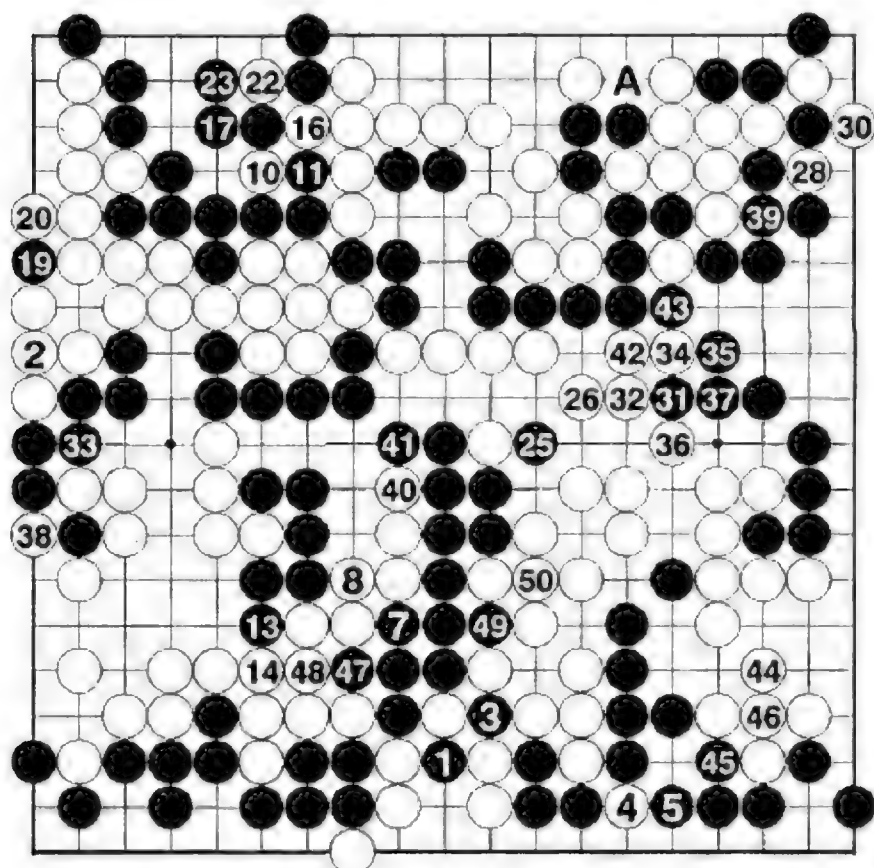


Figure 7 (201–250)

ko: 6, 9, 12, 15, 18, 21, 24, 27; 29: connects

Figure 7 (201–250). The ko master

White connects at 2, so the ko switches to the centre bottom, but note that White 2 sets up the cut of White 33. Cho: ‘When I saw Black 1, I thought I had won.’

This ko fight is very complicated. For example, if Black plays a threat at A instead of 1, White will still connect at 2. The possibility of a super-large trade of the top right white group for the left-side black group is thinkable. ‘However, I thought that that trade would give White a win with the komi,’ Cho commented casually — as if the calculations involved were not almost super-human for a player in byo-yomi.

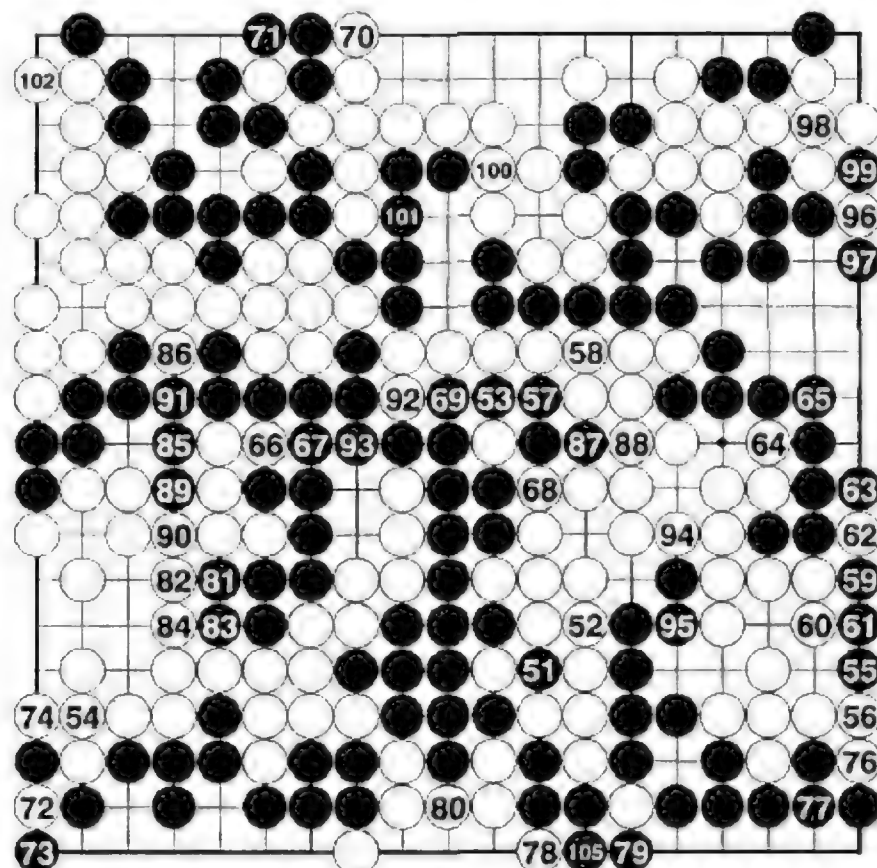


Figure 8 (251–306)

75: connects (at 72); 103: connects (at 96);

104: ko (left of 51); 106: connects (at 51)

(Note that Black must take the centre bottom white stones off the board.)

When a ko appears, let alone a two-stage or approach-move ko, the variations are unlimited. And yet Cho seems to enjoy these kos.

Figure 8 (251–306). World champion

Cho labeled Black 89 in Figure 6 the losing move. The instant Yu played this move, he probably scented victory.

White wins by 2½ points.

(Monthly Go World, June 2005. LG report translated by John Power.)

The 5th Ing Cup, Game Two

It was seventh time lucky for Chang Hao: after six second places, he finally won a world title. He must have been beginning to think he was jinxed, especially after the ridiculous way he snatched defeat from the jaws of victory in the 2nd Toyota & Denso Cup final (see GW104).

Fortunately, Chang had the Ing Cup final in which to redeem himself. He had started badly, losing the first game, but he pulled himself together and won the next three. Here we present his crucial win in the second game.

White: Ch’oe Ch’eol-han 9-dan (Korea)

Black: Chang Hao 9-dan (China)

Komi: 7½; time: 3½ hours each.

Played in Seoul on 28 December 2004.

No commentator credited.

Figure 1 (1–50). Immediate fighting

Black 15 is the newest move in this pattern. If Black later blocks at A, this variation takes more territory.

When White counters Black 19 with 20, a furious fight erupts. Black prepares ko threats with 23 and 25, then starts a ko fight with 27. This aggressiveness shows how psyched up Chang was for the game.

Black 45. Black keeps up the pressure, as he still has ko threats at the top.

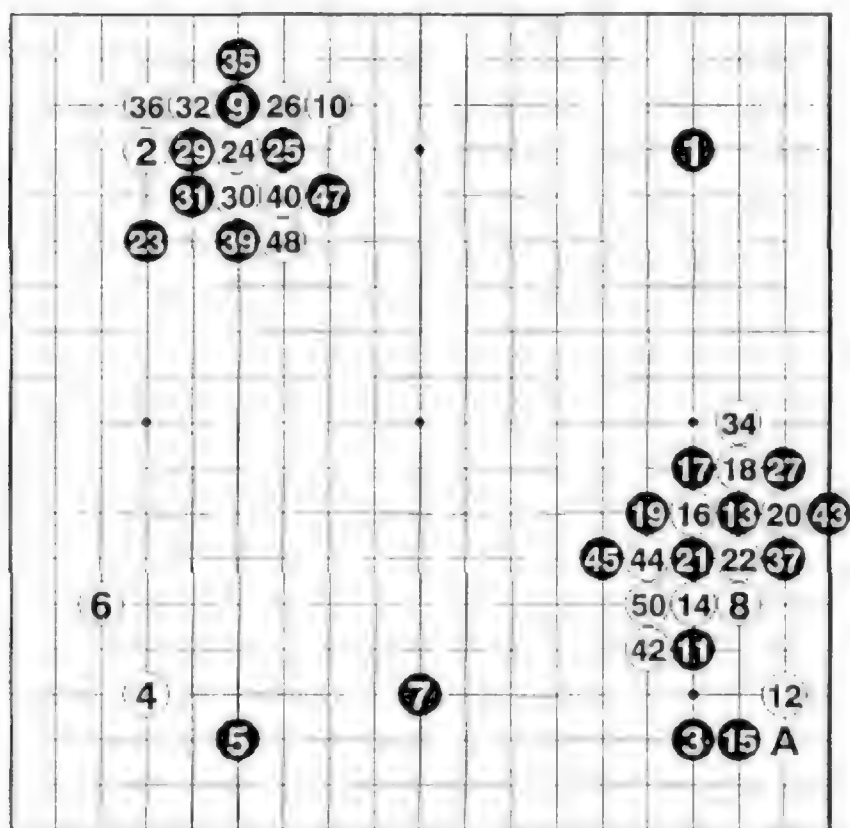


Figure 1 (1-50)
ko (over 16): 28, 33, 38, 41;
46: ko (at 16); 49: ko (at 21)

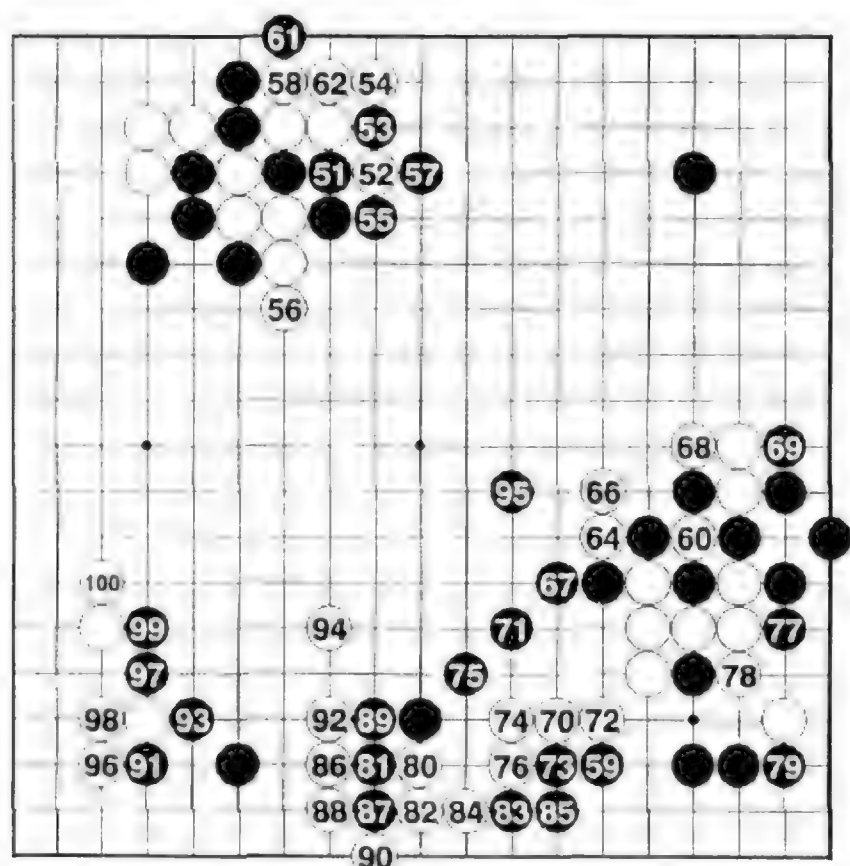


Figure 2 (51-100)
63: ko; 65: connects

Figure 2 (51-100). Still attacking

Black keeps on the attack. White finally extricates his group with the tesuji contact play of 86.

Figure 3 (101-141). Magnificent fighting power

The three head attachments of 17, 21, and 25 are the highlight of this game. Black is aiming both at attacking the white group below and at settling his group above.

Up to 37, Black gets a ko; when he takes his ko compensation with 41, he has the lead.

Figure 4 (142-179). An important win for Chang

White 64 is a do-or-die move, but Black keeps his cool. Up to 79, he methodically frustrates all White's initiatives.

A Net comment from China went: 'With this win, Chang wiped out the Toyota & Denso Cup trauma.' That seems an apt comment: Chang's bold play changed the flow of the match, and he wrapped it up with two straight wins when it resumed in Beijing in early March.

White resigns after Black 179.

(Monthly Go World, May 2005. Translated by John Power.)

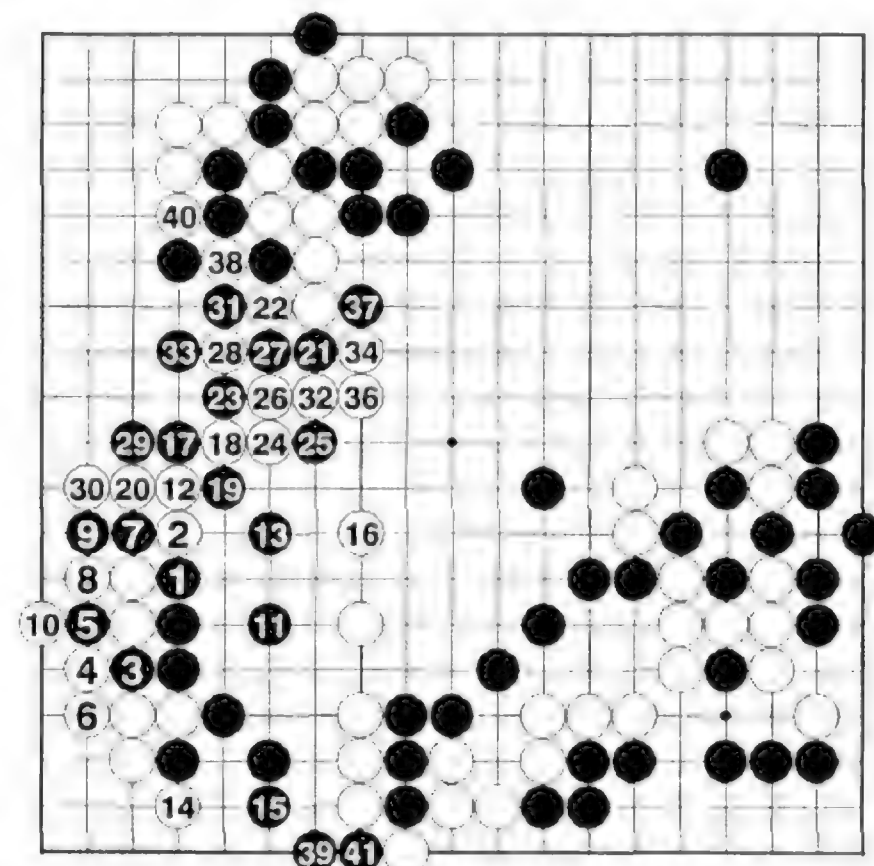


Figure 3 (101-141)
35: connects (at 28)

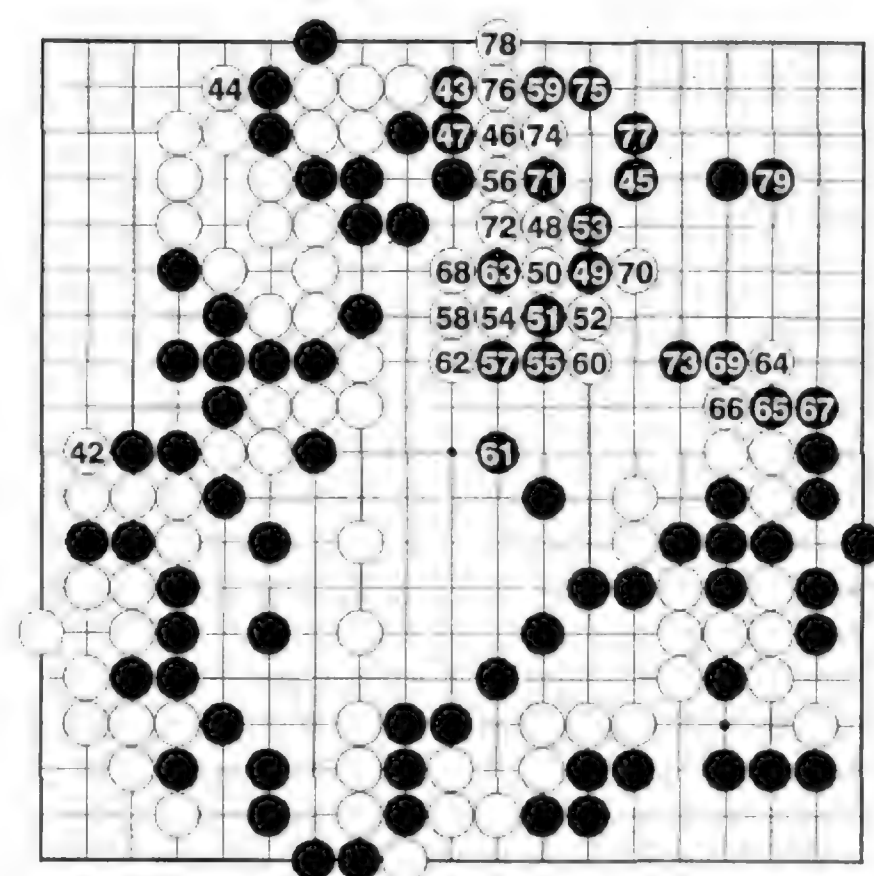


Figure 4 (142-179)

The 5th Chunlan Cup, Game 3

Zhou Heyang of China attracted some attention in the opening years of his international career when he scored three successive wins over Yi Ch'ang-ho; however, these were just isolated games spread over four years (1997–2000) and they didn't translate into any tournament victories.

In 2003, Zhou finally picked up an international title, the 15th TV Asia, but this fast-go title doesn't have quite the same weight as the 'regular' international titles (we include it in our tally of international titles won, given in the news section, but not all go journalists follow suit).

Aged 28 (just one year younger than Yi), Zhou reached an international final for the first time in the 5th Chunlan Cup; his opponent was Yi, against whom he still maintained a plus record — barely, at 3–2. When he started the match with a half-point win with white, his chances of taking the title looked good. However, Yi immediately evened the score with a decisive win with white; then he drew black for the deciding game.

White: Zhou Heyang 9-dan

Black: Yi Ch'ang-ho 9-dan (Korea)

Komi: 6½; time: 3 hours each.

Played in Beijing on 18 March 2005.

No commentator credited.

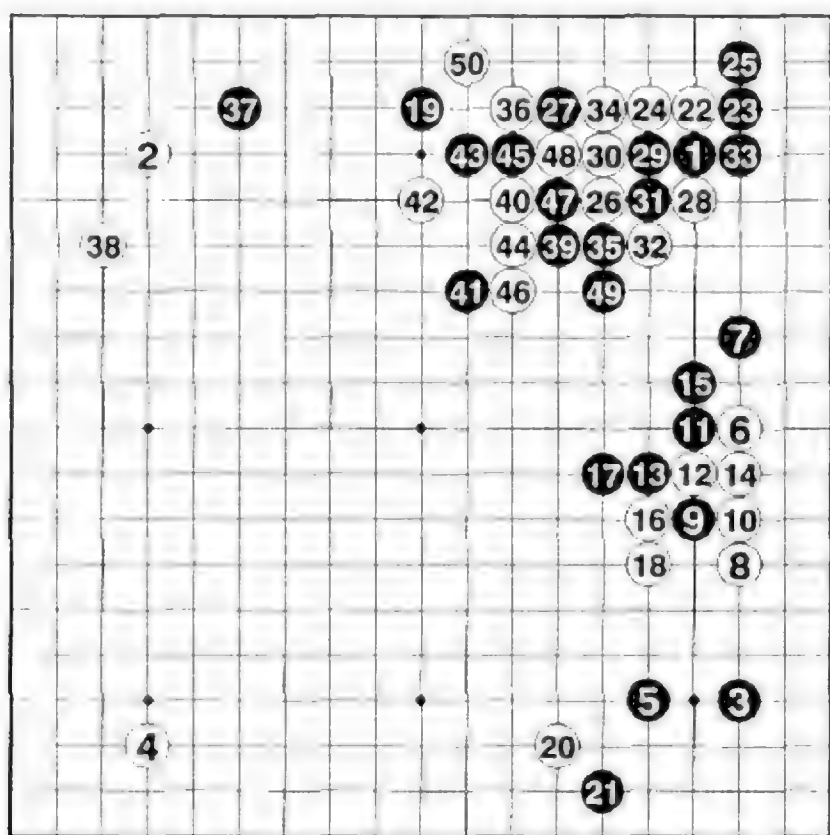


Figure 1 (1–50)

Figure 1 (1–50). *Early fighting*

Yi may have changed his style recently; he plays quite aggressively at the top.

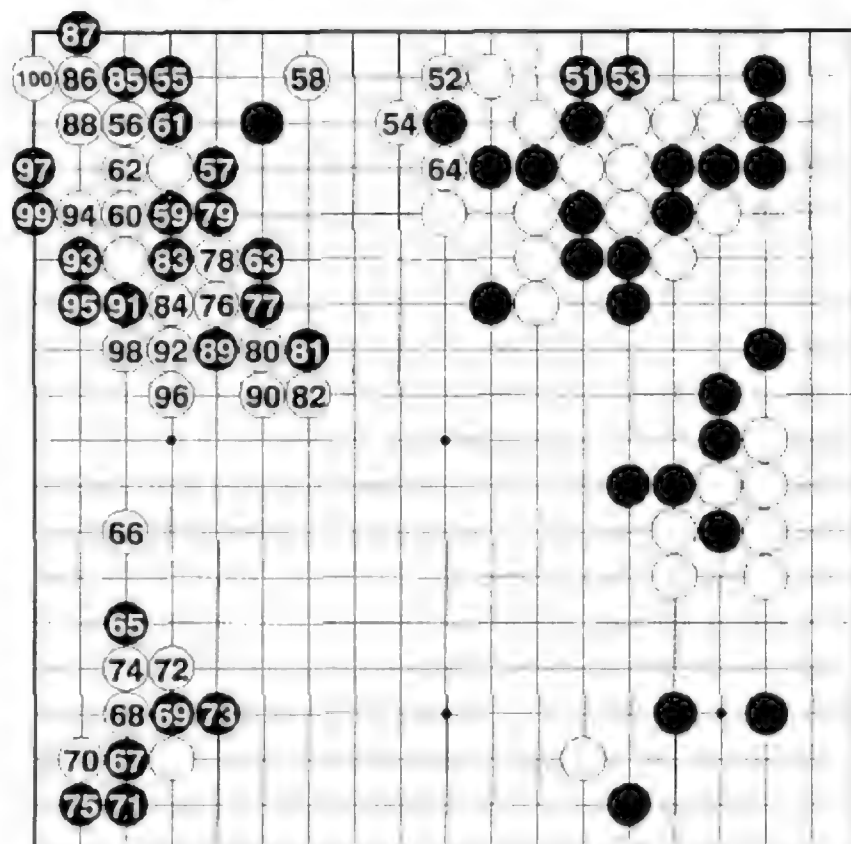


Figure 2 (51–100)

Figure 2 (51–100). *Black's tenuki*

Up to 53, Black picks up a few white stones, but the result with 54 is more like a clever sacrifice by White than a capture by Black.

When White plays 64, Black judges that the top is still small, so he switches to a large fuseki point with 65.

When White attacks the top-left black group, Black counterattacks with 83. This fight looks perilous, but —

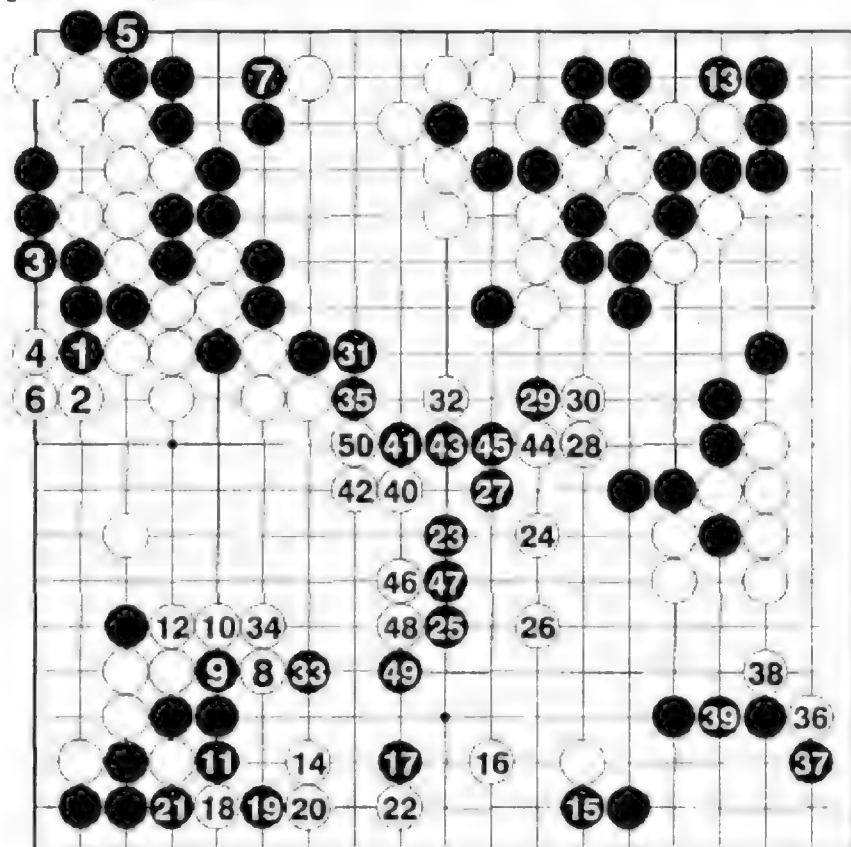


Figure 3 (101–150)

Figure 3 (101–150). *A close game*

The result to 6 is a seki. Black has laid waste to white territory, but White has built thickness, so the result is even.

White chooses to expand his left side with 8 to 12, so Black gets a chance to capture the stones at the top with 13. The game will hinge on how much territory White can secure on the left.

Figure 4 (151–217). *The jinx continues.*

The endgame begins with the position slightly favourable for Black. The attachment of Black 95, which threatens a cut, is the deciding move.

White 96. If at 99, Black plays A in sente, so White's position will be in shreds. When Black cuts off some stones with 97, the game is over.

This was Yi's second win in a row in this tournament and his 20th international title. Will anyone ever rival his achievements? For that matter, how far will he extend his own record?

The jinx on the Chinese continues: they have never won their own international tournament.

White resigns after Black 217.

(*Monthly Go World*, May 2005. Translated by JP.)

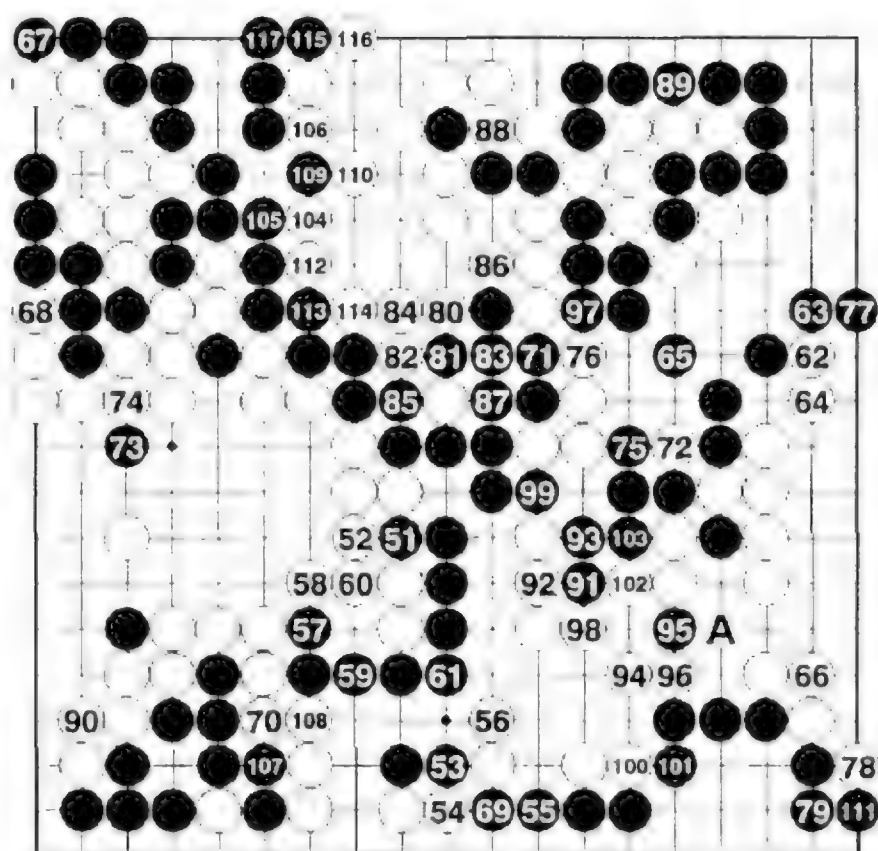


Figure 4 (151–217)

The iron goalkeeper: Yi Ch'ang-ho rescues Korea again

The nickname 'iron goalkeeper' actually belongs to Nie Weiping, who single-handedly saved his team on a number of occasions in the Japan–China Super Go series. However, it is even more apposite applied to Yi; after all, Nie didn't always come through for his team, but Yi has *never* lost a game in the Nong Shim Spicy Noodles Cup, which in turn means that Korea has monopolized it.

Below we present two of his games from the final round, played in Shanghai. (Unfortunately, we have no commentary available on the final game, in which he defeated Wang Xi of China.)

Game 11: Yi Ch'ang-ho vs. Cho U

White: Cho U 9-dan (Japan)

Black: Yi Ch'ang-ho 9-dan (Korea)

Komi: 6½; time: 1 hour each, followed by 1-minute byo-yomi.

Played in Shanghai on 23 February 2005.

Commentary by O Meien 9-dan.

Figure 1 (1–50). *Doubts about Cho's opening*

White 2 to 6 are the familiar Cho style.

The result of the fight in the bottom right does not seem to be completely satisfactory for White. Cho U: 'During the game, I thought this was reasonable.' O Meien: 'The result feels a

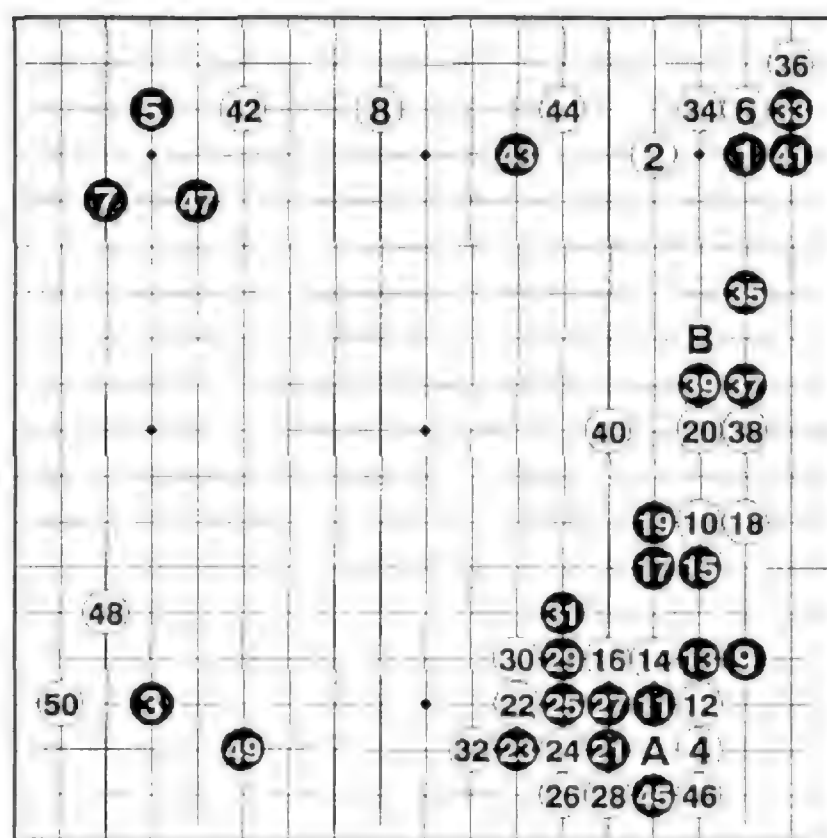


Figure 1 (1–50)

little painful for White.' The conclusion reached later was that it would have been better to keep White 30 in reserve and just fill a dame with A. That would prevent Black 45.

Cho: 'Of course, I also considered White A, but my judgement was that the forcing move of 30 gave a reasonable result.'

Cho was more concerned about White 36. 'I should first have played a shoulder hit at B as a

probe.' Instead, Black gets to play 37 in sente, which is painful.

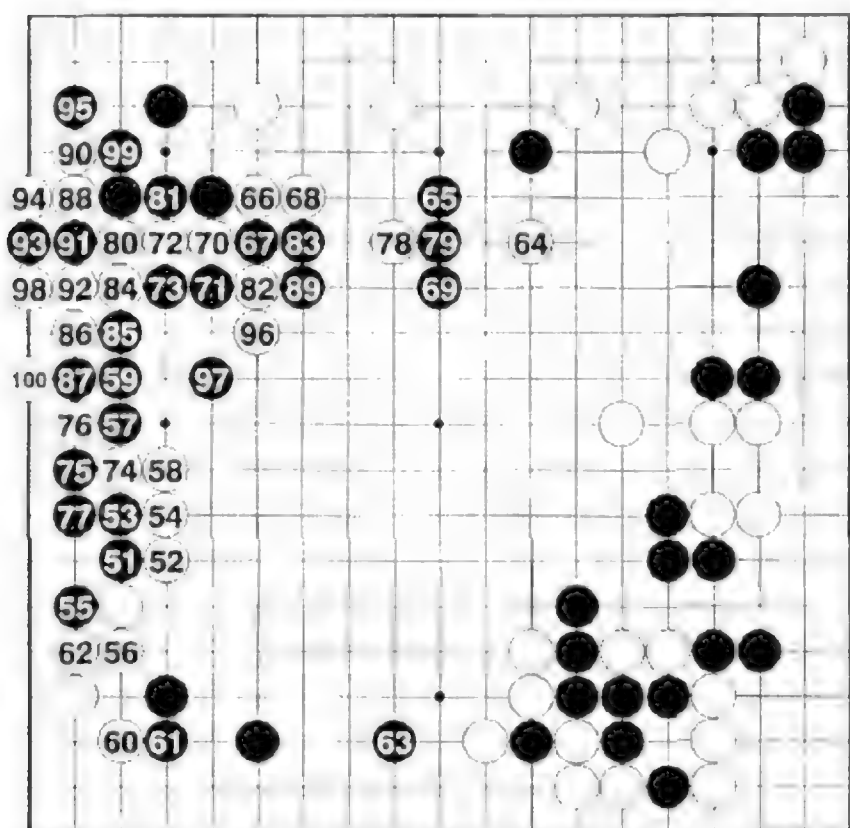


Figure 2 (51-100)

Figure 2 (51-100). White tries to keep the pressure up.

With 51 to 61, Black gets the result he wants here.

White starts a sudden fight by cutting at 70. He's trying to arrange things so that Black doesn't get sente to attack the white group on the left side.

Black 91 and 93 are clever; the result is an approach-move ko.

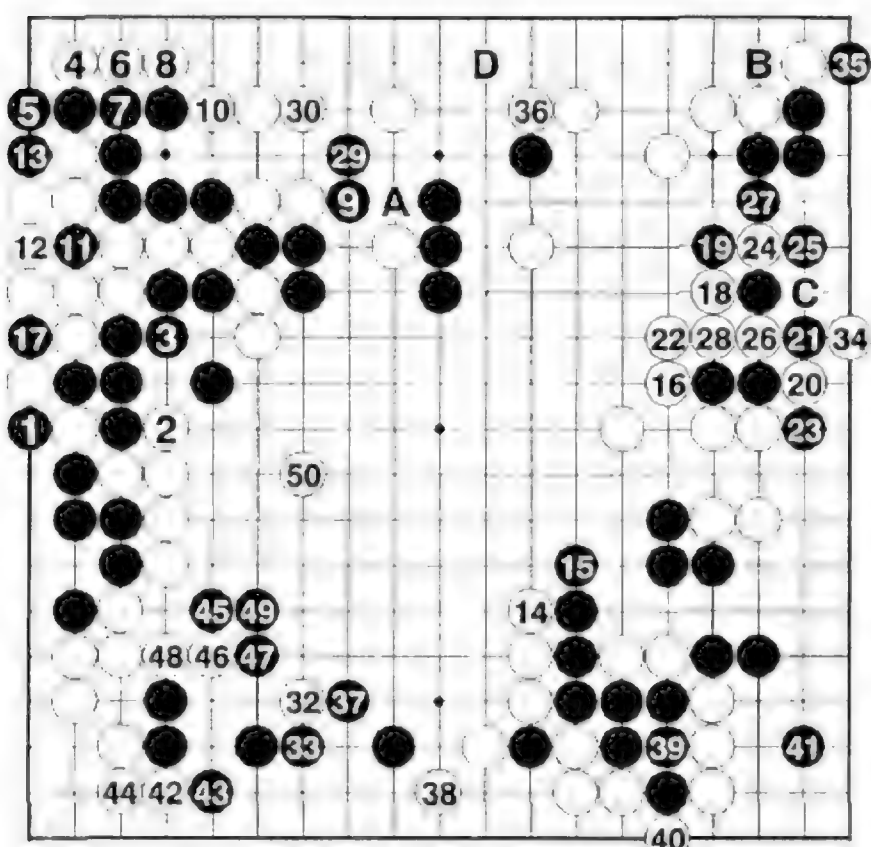


Figure 3 (101-150)

31: captures (at 11)

Figure 3 (101-150). A misstep in the ko fight

White 10 is dubious. When White plays this

move first, Black reduces the liberties of his side group, so White can no longer exchange 29 for Black A in sente.

Capturing two stones with White 28 would normally be a major gain, but — O: 'Usually it would be unthinkable that this result could be bad for White, but, when you look at the board after Black ends the ko with 31, the game may be close, but there's no way for White to take the lead.'

White 36. O: '[Judging by the result] it would have been better to stake the game on exchanging White B for Black C, then playing the knight's move at D.'

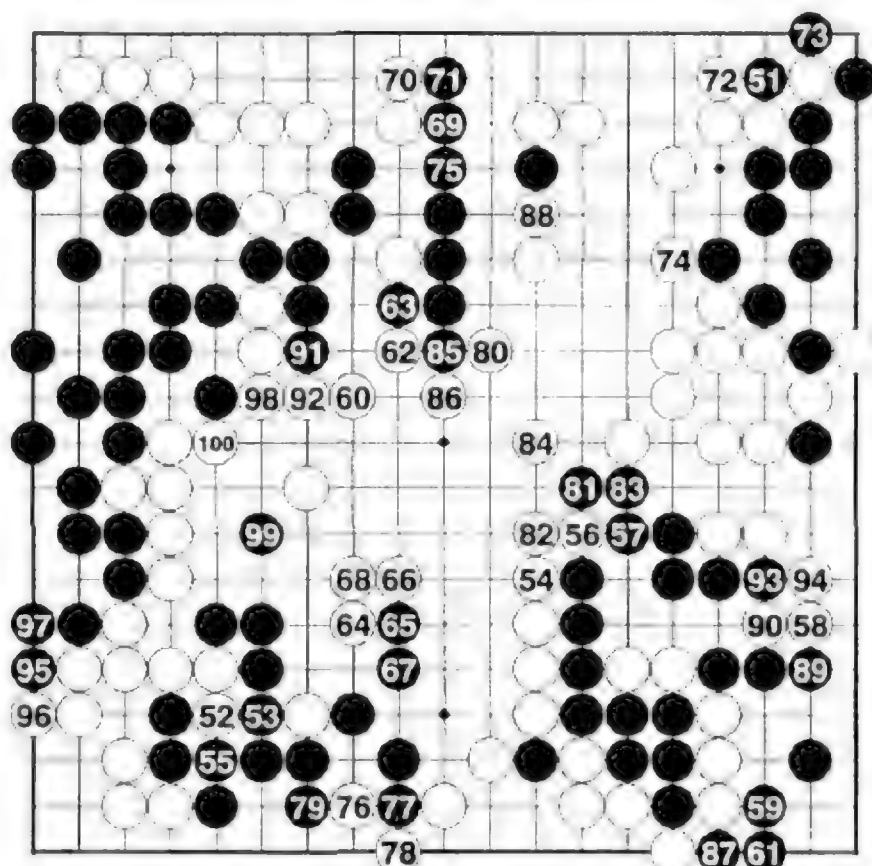
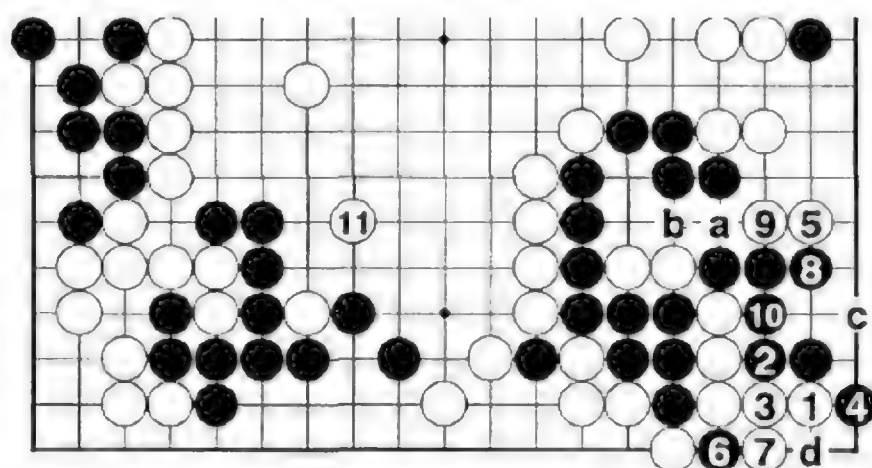


Figure 4 (151-200)



Dia. 1: White's last chance

Figure 4 (151-200). Black takes a secure lead.

Black 51. This reinforcement makes Black thick.

White 58 may be dubious; it seems to leave White behind in the game. White's last chance is to attach at 1 in Dia. 1; this looks like a good move. After the continuation here, 'locally, the black group is not alive after White 'a'—Black 'b'—White 'c', so Black will start a ko fight with 'd'. Black has more ko threats than White, but

the idea is to turn to 11 and wait for the right time to drop this bomb. At any rate, this would have made things tougher for Black than they are in the game' (O).

The game is clearly lost for White when Black cuts through the top with 69. O (after White 74): 'This will end with Black ten points ahead on the board.'

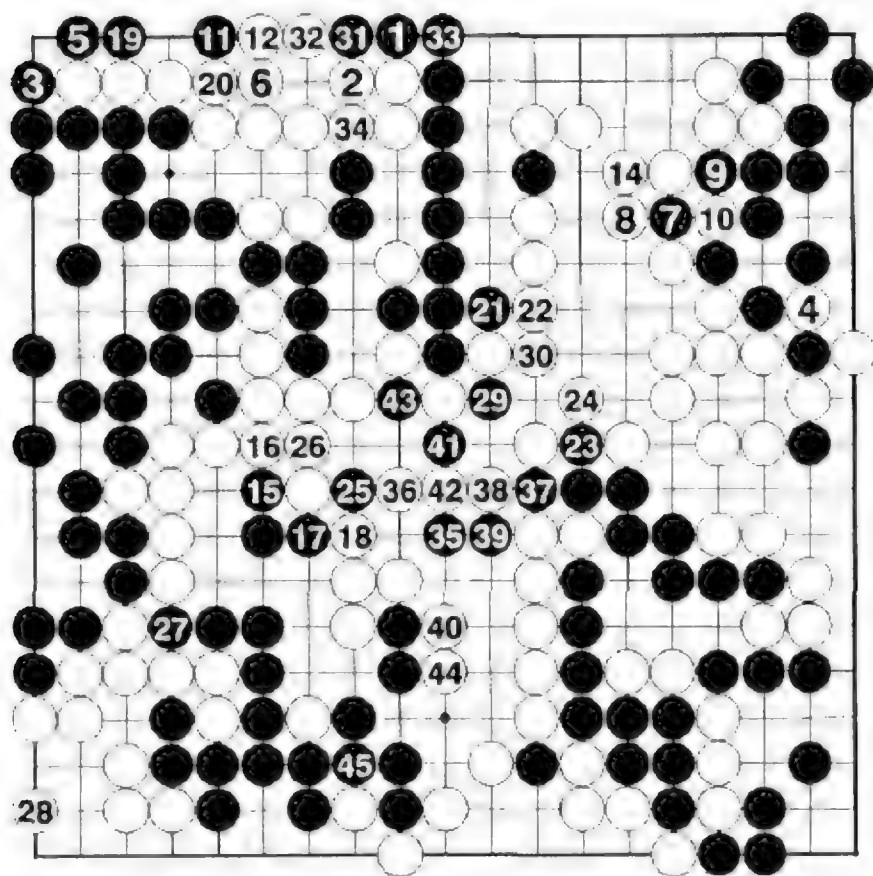


Figure 5 (201–245) 13: ko

Figure 5 (201–245). The coup de grâce

White is unbearably thin in every direction. He goes all out defending with 22, but 'a professional would know at a glance' (O) that Black can pull off something in the centre.

Black wraps it up with the placement of 35. 'Magnificent,' said O. 'The best move.'

Cho's final words: 'I got a bad game in the opening and was under pressure throughout. I thought the game was close, but I was thin all over the place . . . Yi played solidly. The Japanese team had been fighting well, with everyone scoring a win, so I'm really sorry.'

White resigns after Black 245.

Yi Ch'ang-ho in Jinro & Nong Shim Cup team tournaments

Below is a listing of Yi's Jinro (1993–97) and Nong Shim results, plus notes on other outstanding performances. Note: Nie Weiping's best record was 11 wins in a row in the first three Super Go series.

1st Jinro Cup SBS World's Strongest Players Tournament (1992–3)

Game 8. Yi 6-dan (B) beat Cao Dayuan 9-dan (China) by resig.

Game 9. Rin Kaiho 9-dan (Japan) (W) b. Yi by resig.
(Cao Dayuan won three.)

2nd Jinro Cup (1993–4)

Game 14 (23 Feb. 1994). Yi (W) b. Takemiya Masaki 9-dan (Japan) by resig.

(Seo Bong-su of Korea won four; Yoda Norimoto of Japan won five.)

3rd Jinro Cup (1994–5)

Game 7. Yi 7-dan (B) b. Cao (China) by resig.

Game 8. Yi (B) b. Komatsu Hideki 8-dan (Japan) by resig.

Game 9. Yi (B) b. Ma Xiaochun 9-dan (China) by 4½.

Game 10. Yi (B) b. Takemiya (Japan) by 7½.

(Miyazawa Goro 9-dan of Japan won four.)

4th Jinro Cup (1995–6)

Game 10. Yi (W) b. Cao (China) by 8½.

Game 11. Yi (B) b. Takemiya (Japan) by resig.

Game 12. Yi (B) b. Nie Weiping 9-dan (China) by 3½.

Game 13. Ma (China) (W) b. Yi by resig.

(Chen Linxin of China won three.)

5th Jinro Cup (1996–7)

Yi did not play. (Seo of Korea won nine.)

Cumulative record: 9–2

1st Nong Shim Spicy Noodles Cup

Game 13 (27 March 2000). Yi (W) beat Cho Sonjin 9-dan (Japan) by resig.

Game 14 (28 March). Yi (W) b. Ma (China) by resig.
(Chang Hao scored three wins.)

2nd Nong Shim

Game 14 (19 March 2001). Yi (B) b. Kato Masao 9-dan (Japan) by resig.

(The 15-year-old Ch'oe Ch'col-han made his international debut as top batter and scored three wins.)

3rd Nong Shim

Game 13 (31 Jan. 2002). Yi (W) b. Chang Hao 9-dan (China) by resig.

Game 14 (1 Feb.). Yi (W) b. Zhou Heyang 9-dan (China) by resig.

(Luo Xihe of China scored three wins.)

4th Nong Shim

Game 13 (22 Jan. 2003). Yi (B) b. Hu Yaoyu 7-dan (China) by 5½.

Game 14 (23 Jan.). Yi (W) b. Luo Xihe 8-dan (China) by resig.

(Pak Yeong-hun of Korea won four games as top batter, then Hu Yaoyu of China won five in a row.)

5th Nong Shim

Game 13 (13 Feb. 2004). Yi (W) b. Kato Masao 9-dan (Japan) by resig.

Game 14 (14 Feb.). Yi (B) b. Rin Kaiho 9-dan (Japan) by resig.

(Kobayashi Koichi of Japan and Weon Seong-chin of Korea both won three in a row.)

6th Nong Shim

Game 10 (29 Nov. 2004). Yi (W) b. Luo Xihe 9-dan (China) by resig.

Game 11 (23 Feb. 2005). Yi (B) b. Cho U 9-dan (Japan) by resig.

Game 12 (24 Feb.). Yi (W) d. Wang Lei 8-dan (China) by resig.

Game 13 (25 Feb.). Yi (W) d. O Meien 9-dan (Japan) by resig.

Game 14 (26 Feb.). Yi (B) d. Wang Xi 5-dan (China) by resig.

Game 13: Yi vs. O Meien

White: Yi Ch'ang-ho 9-dan (Korea)

Black: O Meien 9-dan (Japan)

Played in Shanghai on 25 February 2005.

Commentary by O Meien.

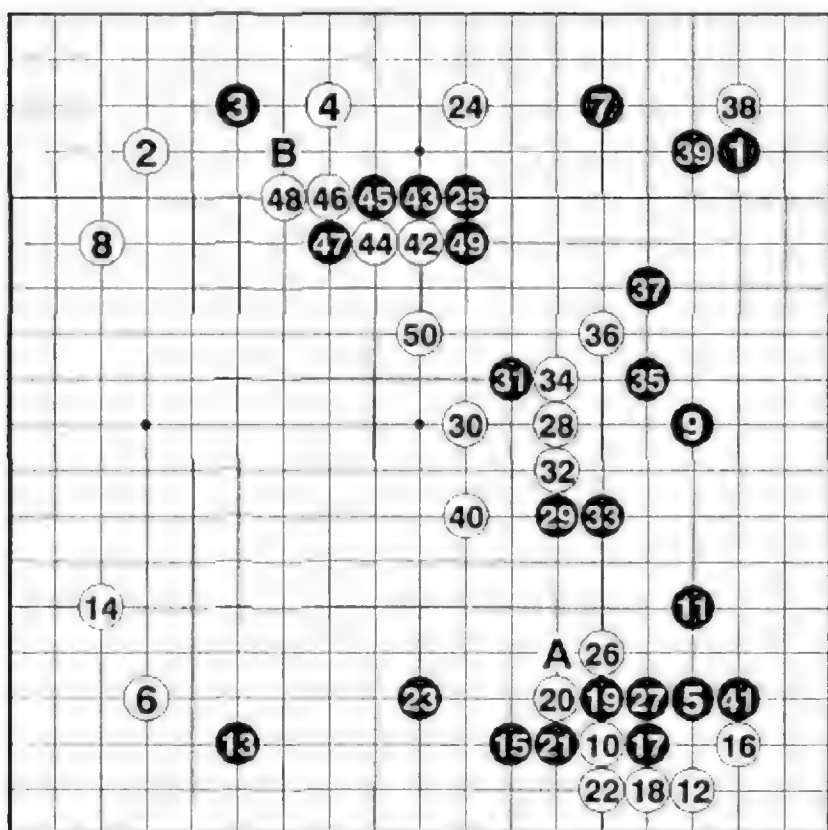


Figure 1 (1-50)

Figure 1 (1-50). O's second thoughts

O: 'Bit by bit, one has to play unreasonably. In other words, Yi's good at the fuseki.'

Black 25. O: 'Black A would be the standard move, but I felt dissatisfied with the shape made with my approach move of 13. During the game, I wasn't so unhappy with the result to 29, but now I have second thoughts about my policy.'

Black 41. Exchanging the cap of Black 46 for White B would have been superior. Black faces a tough fight when White presses at 42.

Figure 2 (51-100). O's regrets

When White pressed at 60, 'a sense of crisis ran through me,' said O.

Black 81 is a move O much regretted; it's close to a loss of half a move. O: 'It's hopeless if

Black doesn't take sente with 1 and 3 in *Dia. 1*, then enter the left side with 5. The game would be tough for Black, but it would still be a contest.' When White attaches at 82, 'the game is lost.'

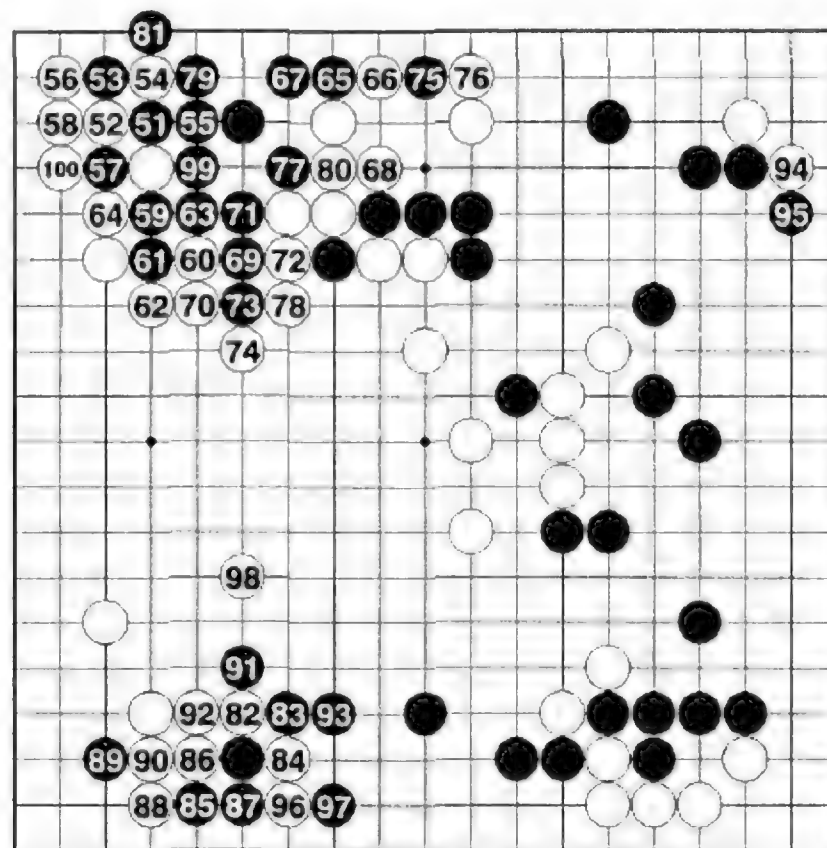
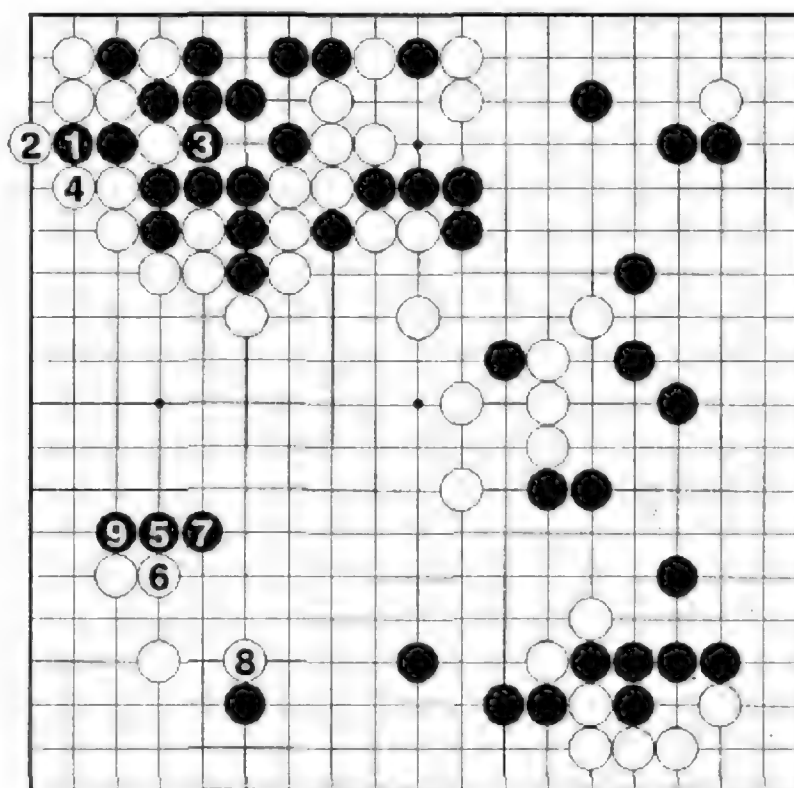


Figure 2 (51-100)



Dia. 1: better for Black

Figure 3 (101-150). O misses the best strategy.

Yi skilfully exploits all the possibilities of the go board. The diagonal connection of 18 makes the game more complicated. Moreover, it aims at a clamp at A.

O greatly regretted the hane of 21. O: 'Black could have sought life by descending at 22, but the clamp of White A is a severe aim. Black would have no choice but to atari at B, leading to a ko with White C; this would be very difficult. Not being able to see my future prospects after I lived [on the lower left], I felt the situation was

perilous for Black. At any rate, the hane was awful.'

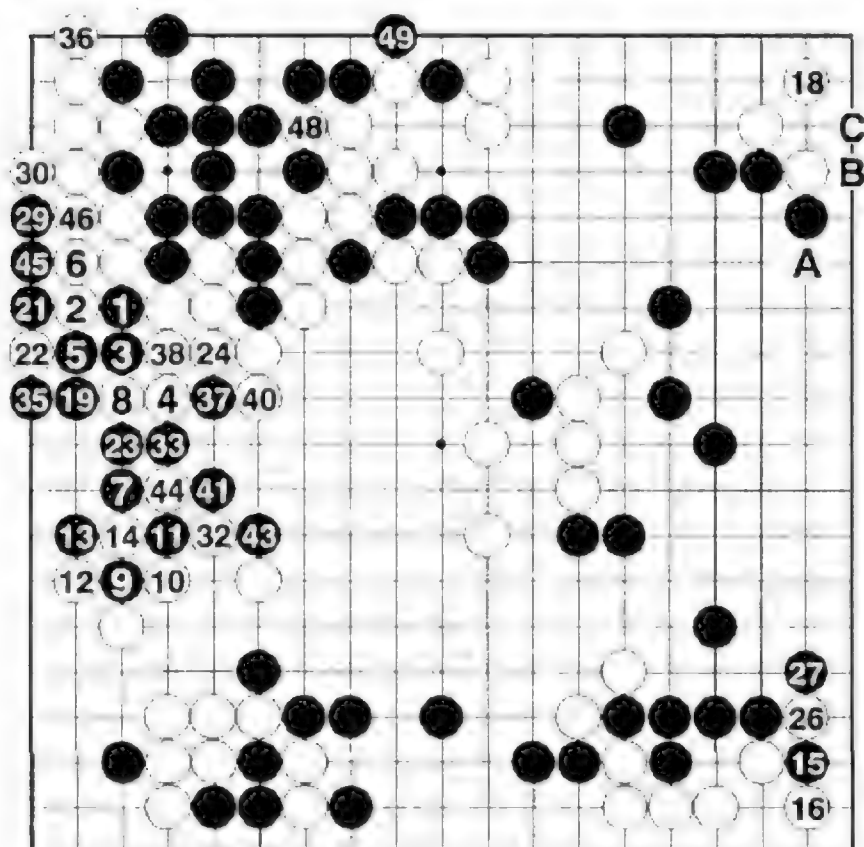
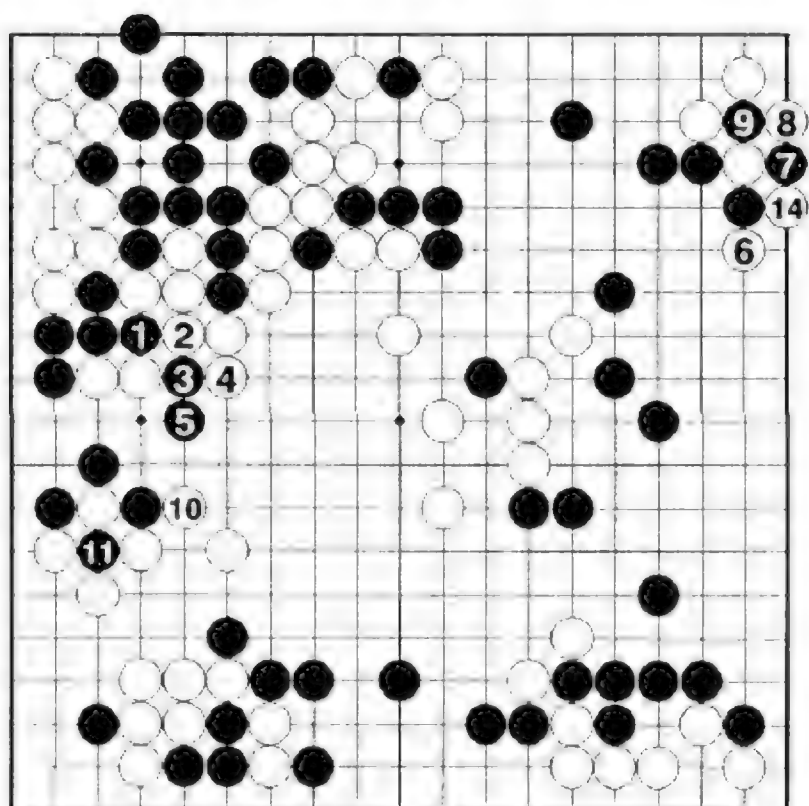


Figure 3 (101–150)
ko: 17, 20, 25, 28, 31, 34, 39, 42;
ko (over 11): 47, 50



Dia. 2: Black's last chance
12: below 9; 13: above 11

After subsequent research, O discovered an effective strategy. O: 'Cutting with 1 and 3, then finishing off the ko, as in *Dia. 2*, would be a better strategy than living with the descent. Though, during the game I thought the cut would have been heavy ...'

Figure 4 (151–204). *In a class of his own*

When the game finished, more than 30 members of the Chinese media flooded into the playing room (all the games in this round were also shown live on TV). The sponsors, the Nong

Shim corporation, were delighted with Yi's triumphal progress. With the win over O, he had already qualified for the successive-wins prize of 20 million won (about \$18,000), but they announced that he would receive a special bonus of another ten million won if he won the final game.

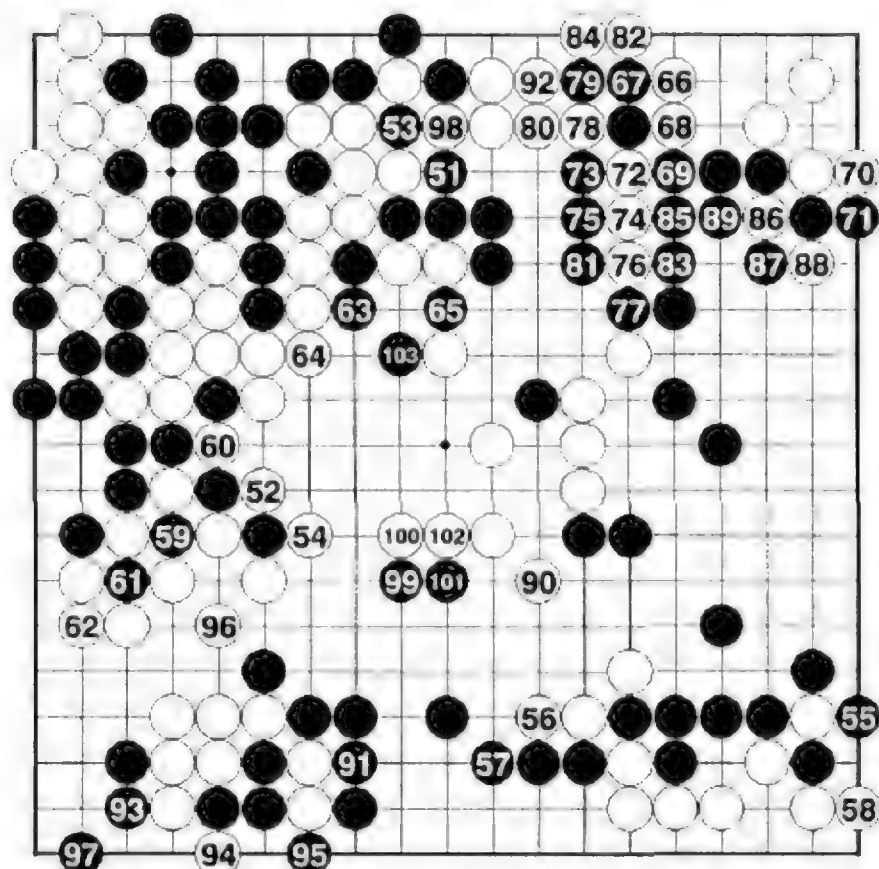


Figure 4 (151–204) 104: ko (above 53)

In the last couple of years, Korea has used a qualifying tournament to choose the members of its Nong Shim team. One result has been that top players such as Cho Hun-hyeon, Yu Ch'ang-hyeok, and Yi Se-tol have not made the team, but the new young stars who have displaced them don't necessarily do as well as their seniors. This time the first four Korean players won only one game among them; however, the sponsors insist on giving Yi a seeded place — a wise decision that has enabled Korea to maintain its monopoly.

Below is the summing up of Yi by the Japanese non-playing team captain Rin Kaiho: 'Once again, Yi's strength stood out. There were difficult positions in his games, but you have to give him credit: he was never behind. He always held the initiative. The task of Japan and China is to undo the myth that Yi always wins at the end. First, we have to accept the results, then launch our challenge with a sense of crisis.'

In a press conference back in Korea, held on 2 March, Yi said: 'Until now I've played go with application. From now on, I want to have fun while I'm playing.'

Does this mean things will get tougher or easier for Japan and China?

Black resigns after White 204.

(Go Weekly, 14 March 2005. Translated by J. Power)

New book from Yutopian Enterprises

A Journey in Search of the Origins of Go

by Shirakawa Masayoshi

An English translation of a book first published by the Nihon Ki-in in 1999. The author describes his numerous trips to China, where he investigated the origins of go. He shows the deep relationship between go and *Yi Jing* (also known as *I Ching*), the Chinese classic on divination. His main thesis is that the go board and stones were initially used as a tool for divination. He also shows how the Chinese calendar is closely related to the go board. Shirakawa cites numerous sources from Chinese history and literature as evidence for his theories.

Having personally worked with Go Seigen and attended many of his lectures, the author relates Go Seigen's theories on and insights into the origins of go.

One of the main contributions of this book for western go players is its thorough analysis of the rule of *kirichin*. In ancient China, where this rule was used, the players would fill in their territories at the end of the game until all of one player's groups were left with only two eyes. The player who still had territory left to fill was the winner. In this method of counting, connecting two groups was worth two points.

The main chapters are:

Chapter One. Go and *Three Kingdoms*

Chapter Two. The Origins and Philosophy of Go

Chapter Three. The Evolution of the Methods of Counting

Chapter Four. Go Strategy

Also included are a 5,000-year chronology of go in China and Japan, from ancient times to the present, and an extensive bibliography.

Shirakawa is a literary critic and writer. He is a lecturer at Kokugakuin University and Tokyo Keizai University. Among his works are *In Search of Dostoevsky* and *Complete Critical Essay on Hanaya Yutaka*. He was the chief editor of *Conversations on Go with Go Seigen* and the author of *Go is about Dividing*.

256 pages; price: US\$20.00 + shipping; ISBN 1-889554-98-7

Order from: Yutopian Enterprises
<http://www.yutopian.com/go/>

The 29th Meijin Title Match

Games Five and Six

Yoda Norimoto vs. Cho U

Game Five

White: Cho U Honinbo

Black: Yoda Norimoto Meijin

Komi: 6½ points; time: 8 hours each.

The commentary is based on a discussion by host Hideki Komatsu, and guests O Meien 9-dan (former Honinbo) and Han Zenki 7-dan, at the time a member of the Honinbo league. Incidentally, both are from Taiwan, as is Cho U himself. The discussion was written down by Matsuura Takahito and reworked by Rob van Zeijst.

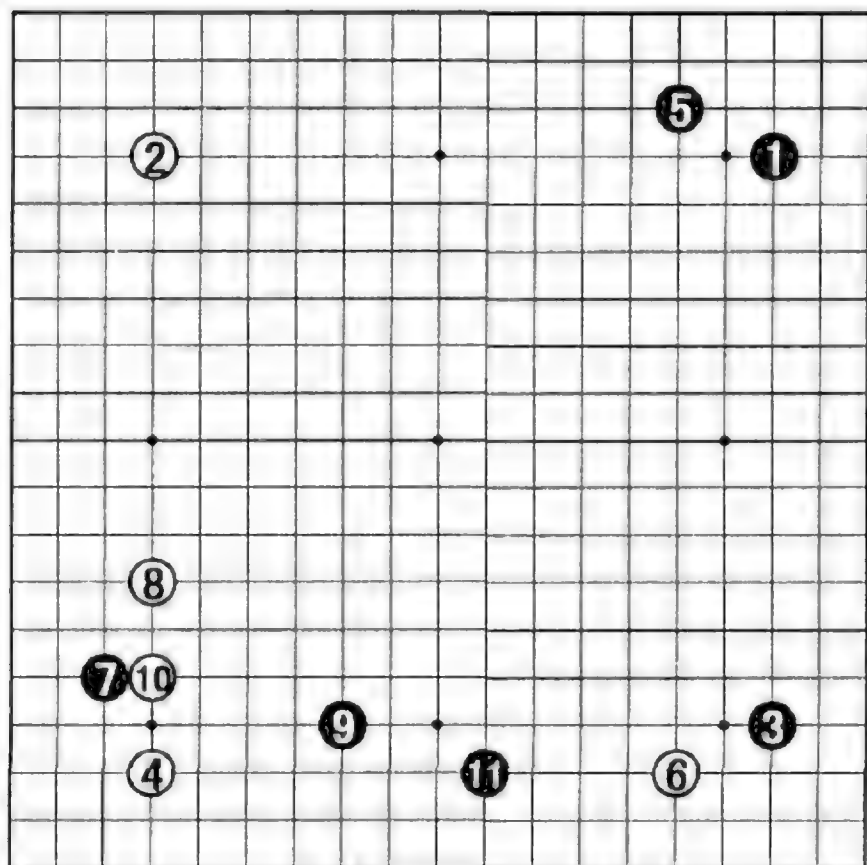


Figure 1 (1-11)

Figure 1 (1-11). Incredible!

O Meien: It will probably be painful for Yoda to see this game commentary.

Komatsu: We don't know that yet, Meien (laughter).

O: Yes, you're right.

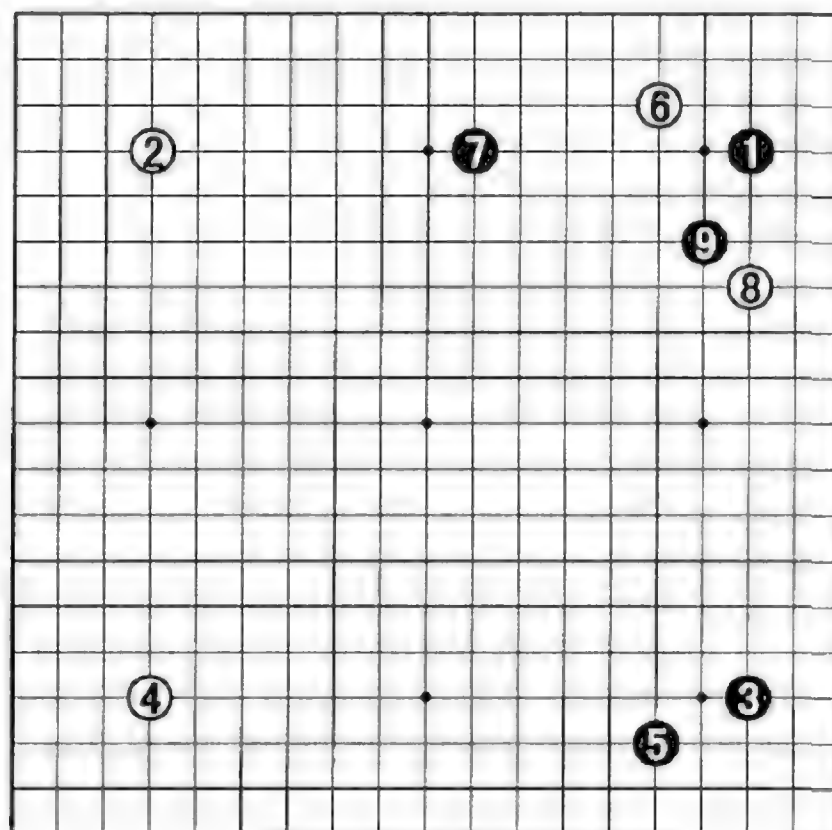
Han: Anyway, I'll do my best in putting the stones down on the board (laughter).

Matsuura: O, you mean it was painful for Yoda because he fell short?

O: Right, falling short is one way of describing it. A questionable move will soon arise.

K: That might not be overstating it. Let's first look at the 1-3 combination. This is a rare opening, but Yoda has used it before, last Au-

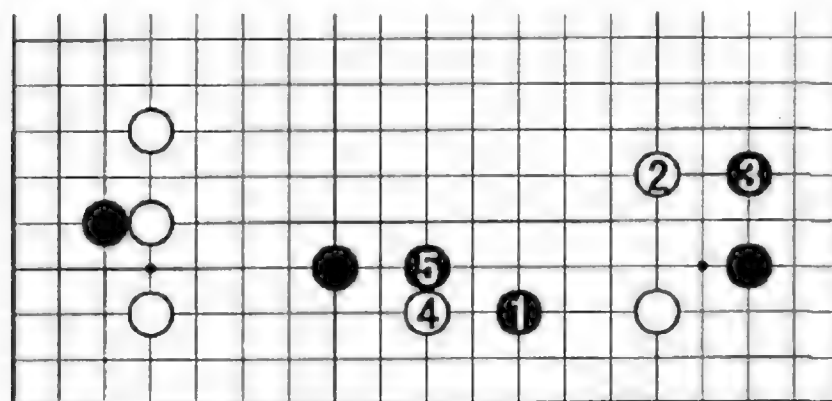
gust in the semifinal of the Oza tournament against Takao Shinji 8-dan [who later won the Honinbo title]. *Dia. 1* shows the first few moves of that game.



Dia. 1

H: Furthermore, it gets even rarer with the sequence from 8 through 11. I've played this opening, but with colors reserved.

O: The questionable move was Black 11. I can't believe it — how tight! He should at least play at 1 in *Dia. 2*. Even if White plays 2 and invades at 4, Black won't have any problems after 5.



Dia. 2

K: As Han said, the tight moves of 9 and 11 would be a suitable strategy for White, because these moves split the lower side.

H: Yes. If you want a steady development with White, this is a good way of playing. However, with a komi of 6½ points, this might be a problematic strategy for Black.

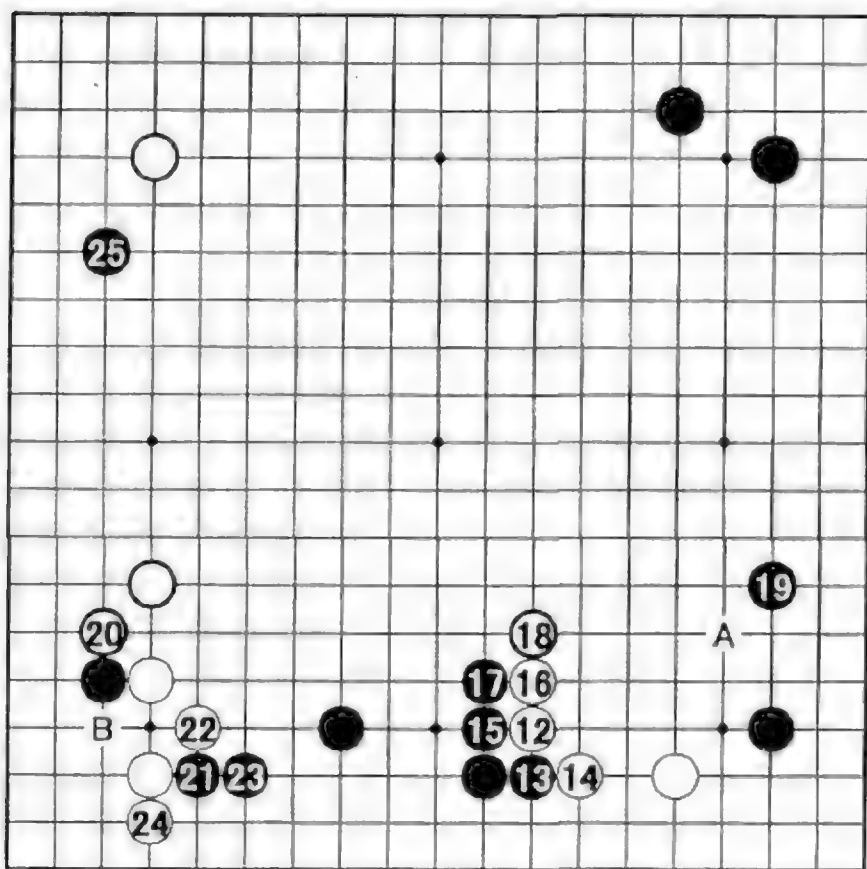


Figure 2 (12-25)

Figure 2 (12-25). Why did Black play a low move?

K: I believe that the cause of Black's loss is hidden in this figure.

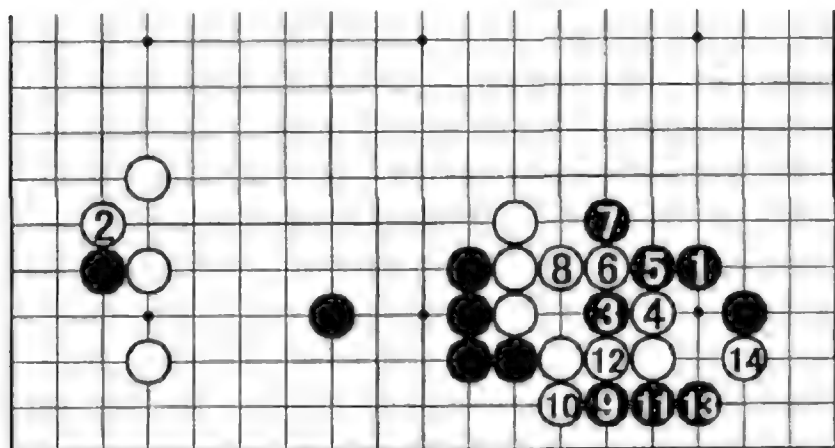
O: Eh? You're not using the word 'losing move'? Isn't that out of character for you, Komatsu?

K: After all, I am the host (laughter).

H: White 16 could have been at A as well, right?

K: Right, that's a strategy originating from the Edo period. In this game, Black probably would have switched elsewhere.

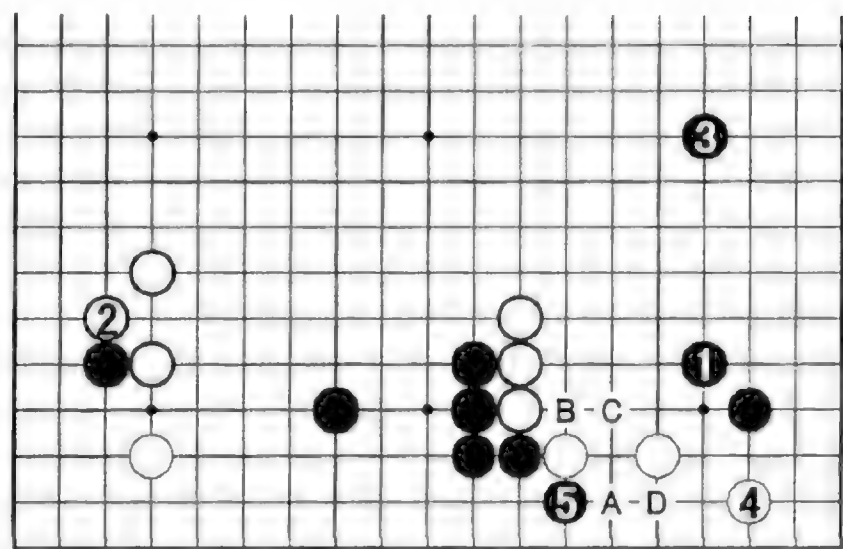
O: I'm the kind of person who thinks 20 is the largest point on the board. That is why I have no objections to White's moves. After all, Black can't omit playing at 19 after White 18.



Dia. 3

K: This is what I want to talk about — I think that the diagonal move of Black 1 in *Dia. 3* is the only move. If White plays 2 as in the game, Black starts an attack with 3.

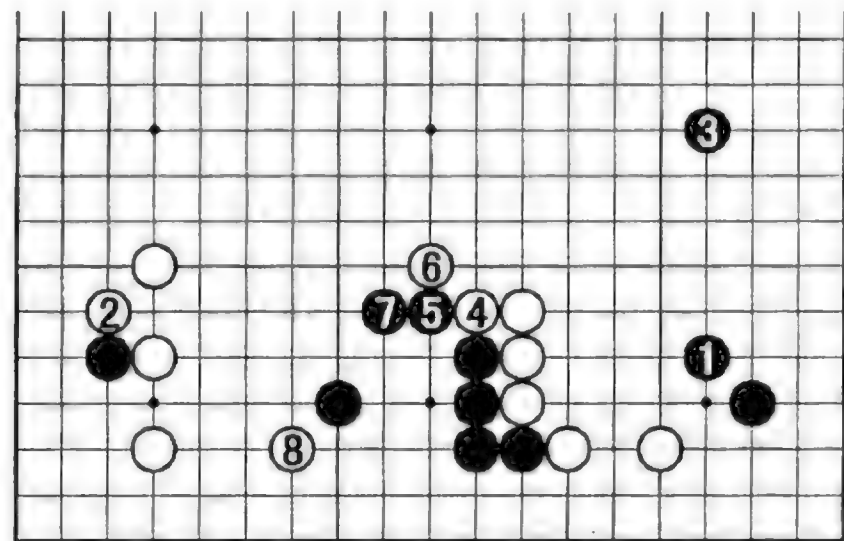
H: It looks as if Black can even make a placement at 9. Wait a second. No. After 13, White 14 looks troublesome.



Dia. 4

O: What about just extending along the side with 3 in *Dia. 4*? If White tries to make a base with 4, Black 5 is perfect.

[Van Zeijst: After Black 5, if White A, Black B, and White is cut. If White C, Black pushes through at A, and White has to block at D. Meanwhile, Black has taken a lot of points, and White still doesn't have a secure base.]



Dia. 5

K: White will turn with 4 in *Dia. 5*. Defending with 5 and 7 is slow and White will play another forcing move at 8 — this is unsatisfactory for Black.

O: I see, that is disagreeable indeed.

M: In other words, Komatsu, this means that Black 19 is not the losing move.

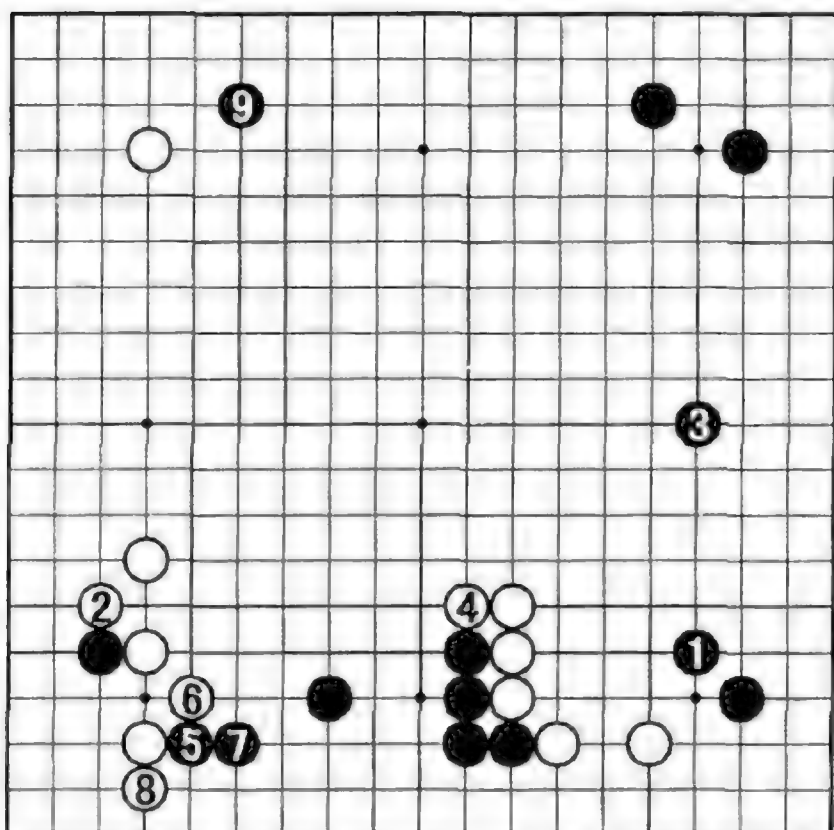
K: What about this? In response to White 4 in *Dia. 6*, what if Black answers with 5 and 7, just as in the game? White would answer with 6 and 8, right?

H: Right. There doesn't seem to be a strong counter for White.

K: After this exchange, Black can switch to the top with the approach at 9. This is a big move and starts to build a huge moyo for Black, extending all the way from the right side to the top. Black's prospects are good.



Cho U surveying the board at the end of the fifth game.



Dia. 6

M: The move that was played in the game, Black 19, offers no prospects?

O: Komatsu, you would never come up with such an idea, right?

K: Right! Totally unacceptable! (laughter). Look at this. With 19 on the third line, Black cannot consider any attack on White's stones any time soon. On the other hand, Black can't develop his right side either. This move seems to do nothing but defend. That's what I don't like about it. I can't conceive of how Black could ever win this game.

M: What do you think, Han? A questionable move among the first twenty moves, which leads to defeat?

H: I think some things happen a little later.

M: A little later? We have prepared many pages, but that might be too much.

K: OK, let's keep moving on (laughter). Black 21 and 23 have meaning. And actually, it is pretty deep.

O: For example, suppose Black approaches at 1 in Dia. 7 right away. White will probably play 2. In response to 3, White will insist with 4.

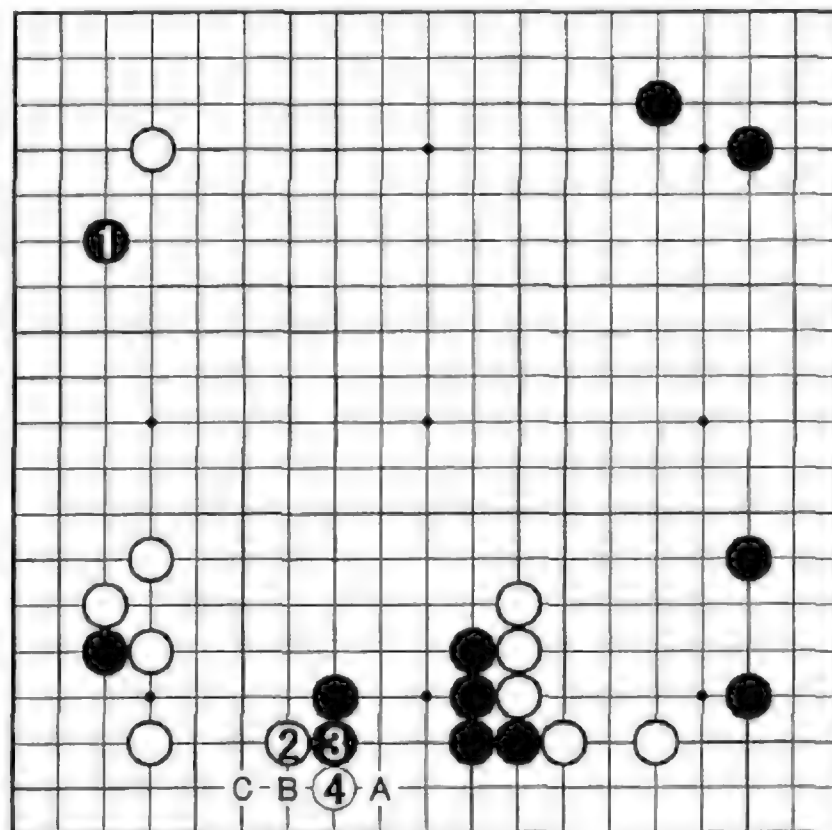
K: Black has no choice but to block with A. Yoda disliked the prospect of this exchange.

M: Is it really so painful?

O: I think then you'll understand if you try to visualize White connecting at B when the time comes.

H: Black's eye-shape may become a problem. In contrast, White's territory expands.

O: However, if Black captures one stone with B to stop that from happening... That really looks insipid after White plays C in sente. Now, White is one up on Black.



Dia. 7

K: After this, White's lead looks firmer on the board.

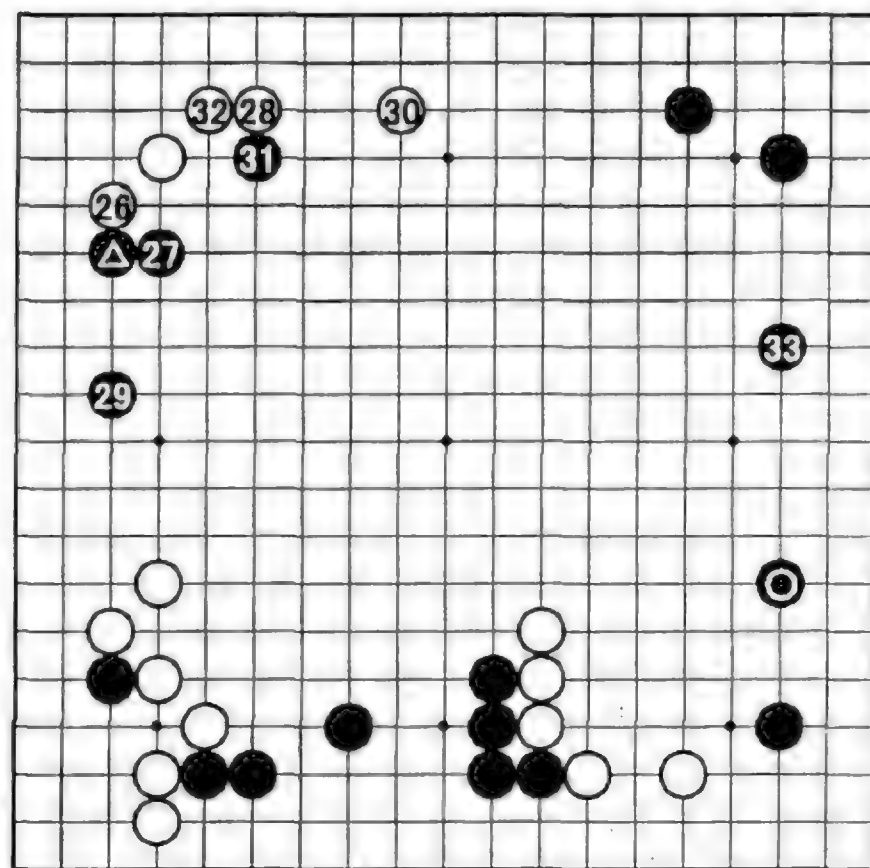


Figure 3 (26-33)

Figure 3 (26-33). Black is in dire straits.

O: Many readers might be taken aback by the diagonal attachment of 26. They might think that what they've read in the instructional books was a lie.

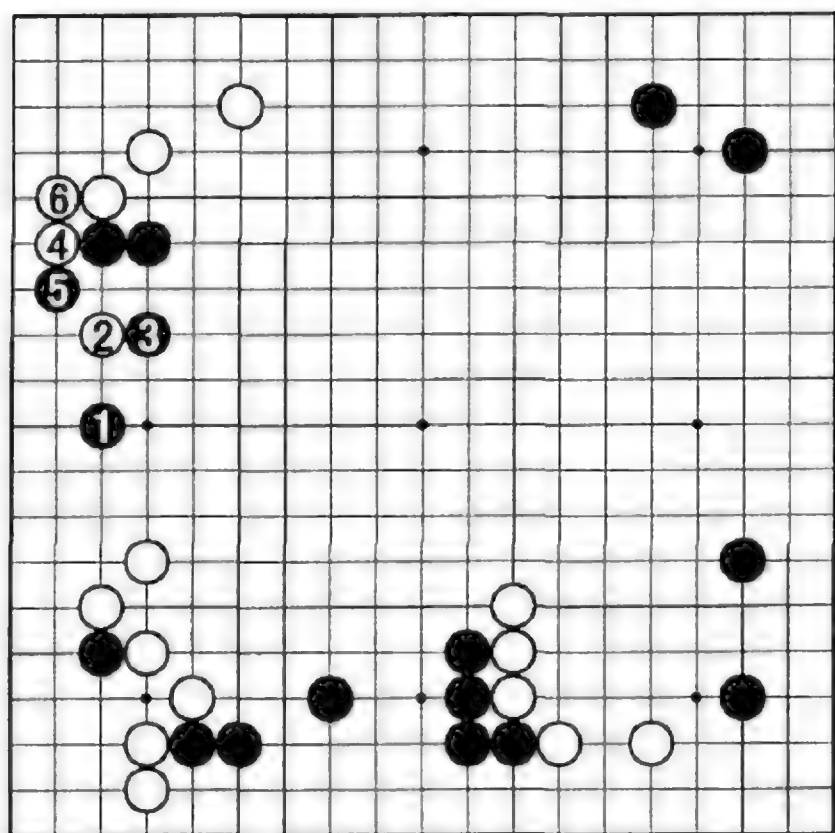
K: This exchange only makes Black stronger and must not be played when there are no other stones in the vicinity. That's really what they are being taught.

M: But because Cho plays it, it's a good move, right?

H: White's position in the lower left is extremely strong, like an iron wall. And it is already pincering the triangled stone.

O: Well, any pro could come up with that move, I think. What mystified me was Black 29.

H: I agree with you. Why doesn't he extend all the way to 1 in *Dia. 8*? I think there is no reason to hold back as he did in the game.



Dia. 8

K: Really? I am of the opposite opinion. Why should Black extend three spaces? White can immediately invade at 2.

O: If he just answered with 3, he wouldn't have such a tough time, would he?

K: Really? What if White hanes and connects with 4 and 6? White's corner is all secure territory — that is unbearable. Even after 29 in the game, I would hane and connect right away.

H: But Black can hardly aim at invading the top right corner. Having White play the hane and connection wouldn't bother me so much.

O: Well, there is no arguing about individual taste. Let's keep harmony and move on to the next move. (laughter)

White 30 is a big move about which I have no complaints. I think we can now make a definite statement about the overall situation. Black is in dire straits.

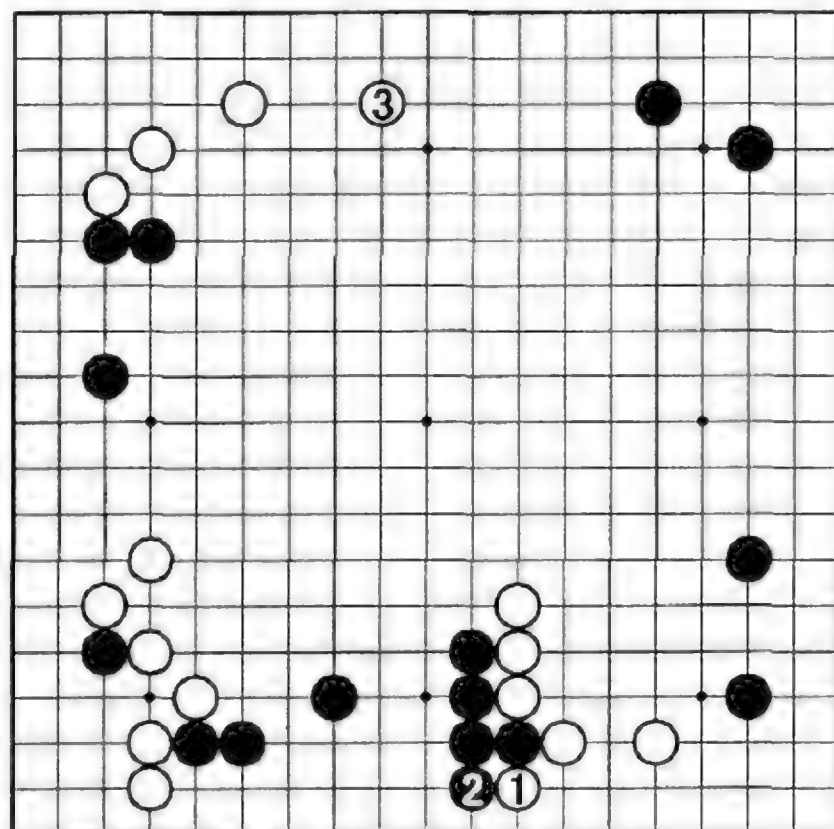
K: I can't argue with that. (laughter)

H: You're right. (laughter)

K: Hold on now. We can't omit having a look at whether 1 in *Dia. 9* is sente or not.

O: It would be great for White if he could exchange 1 for 2 before extending to 3.

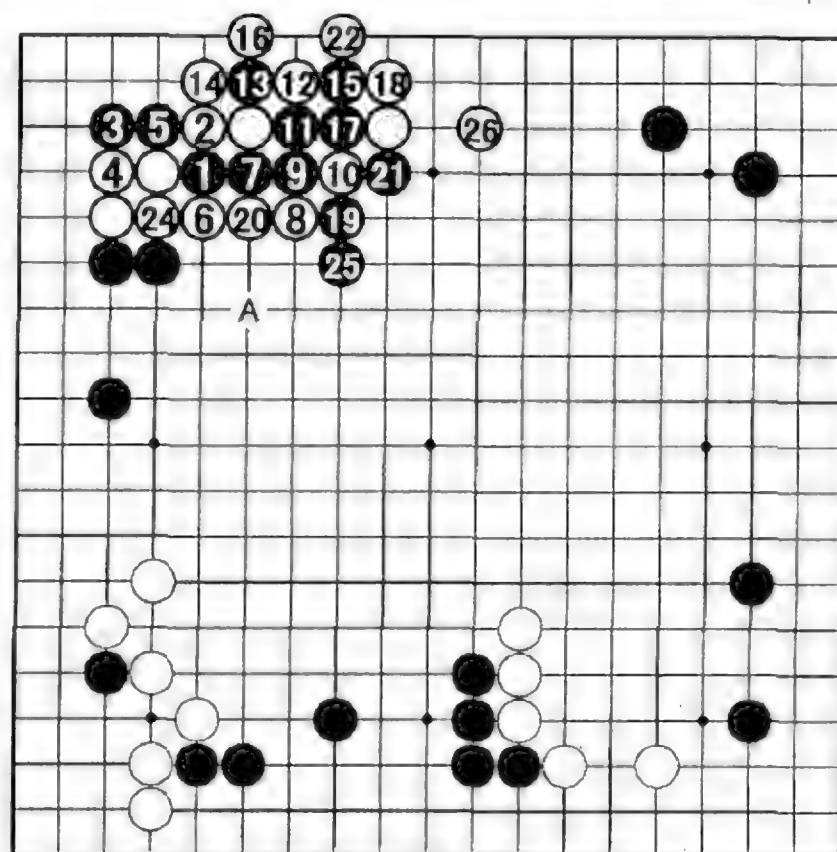
H: At this point, there is a chance this will not be sente. Of course, allowing White to crawl to 2 is painful for Black, but —



Dia. 9

M: Right. So, something will happen around White 1?

K: We'll keep that for later. Black has little choice about 31? What do you think Han?



Dia. 10

Black 23: at 10

H: I'd like to aim at 1 and 3 in *Dia. 10*, but White will set up a loose ladder with 6 and 8. This doesn't work for Black.

M: But with 13 and 15, White can't capture Black. White will be in trouble when Black cuts with 19, right?

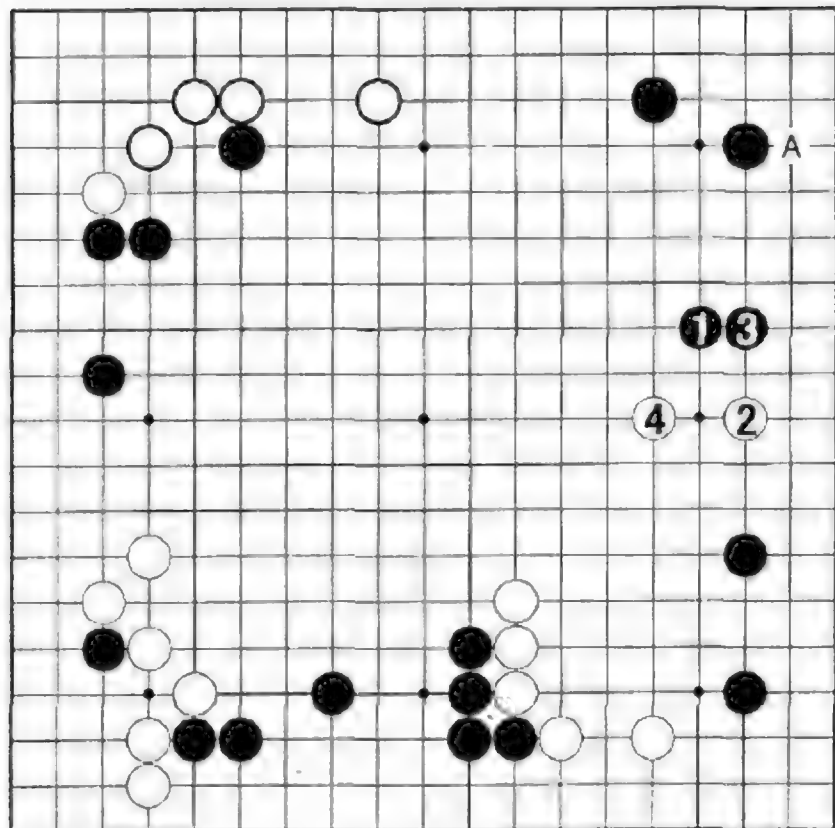
H: White can atari with 20 to set up a squeeze, then come back and connect at 24. Black 25 looks like the proper move, but White will extend to 26. Black is now thin both on the left and at the top.

O: Even if Black can link up with A, it is unlikely his thickness will have a chance to work.

Just have a look at White's thickness in the lower left.

K: Black's extension to 33 will probably not enjoy the approval of amateurs either. Actually, felling that way is natural.

O: It makes good balance, though (laughter).



Dia. 11

H: If Black plays 1 in *Dia. 11*, White can easily invade at 2 and lay waste to the right side. To prevent this, Black 3 looks good. So if that is the case, it is better to play at 3 right away, [that is exactly the reason why Black played at 33 in the game].

K: Black 1 in *Dia. 11* doesn't qualify as a defensive move. Besides 2, White could also play at A. Capturing that stone is out of the question.

O: The right side is decaying. Even if Black 33 makes good balance, he doesn't have any prospects for further development.

K: That is exactly the reason why the circled stone is the losing move. (laughter)

Figure 4 (34-41). Yoda's regret

K: Yoda probably didn't expect White 34. This was a steady move, but it is an idea that I wouldn't come up with. Because White has a stable position in the top left, coming in at 1 in *Dia. 12* would be the usual idea.

M: White caps at A in the next figure.

K: That's right. That's why it would not be strange if he played there right now. In response to 2, White attaches with 3.

O: And after Black 4?

K: Maybe connecting at 5?

H: Aren't Black 6 and 8 severe?

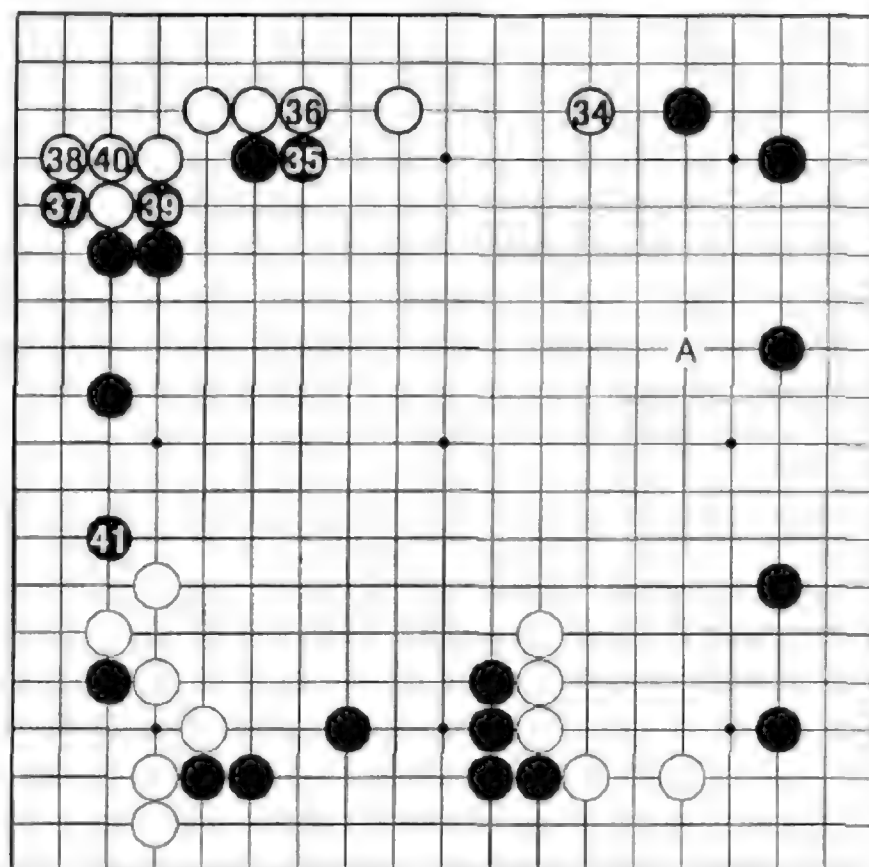
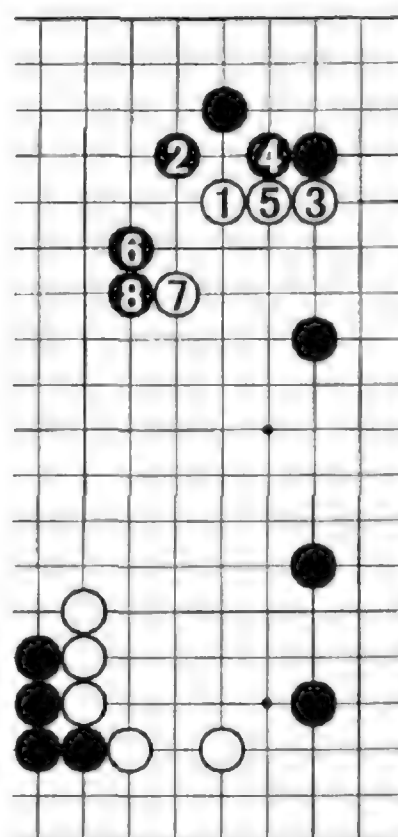
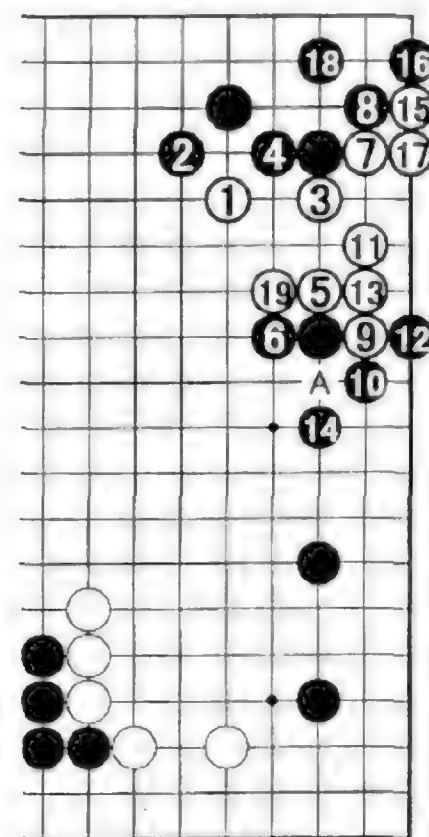


Figure 4 (34-41)



Dia. 12

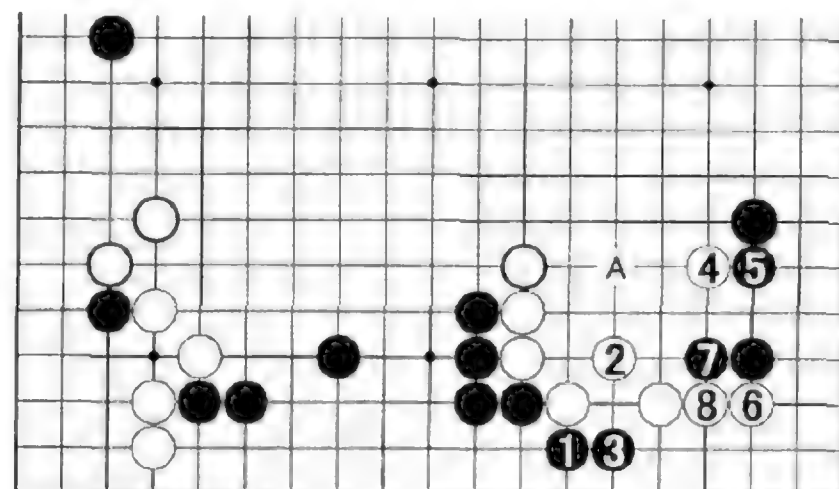


Dia. 13

K: Yes, so this is not good.

O: What about 5 in *Dia. 13* to settle his group? White is virtually alive after playing a double diagonal connection at 11.

K: I see. That is good. It's just as well you're a guest, Meien. (laughter)



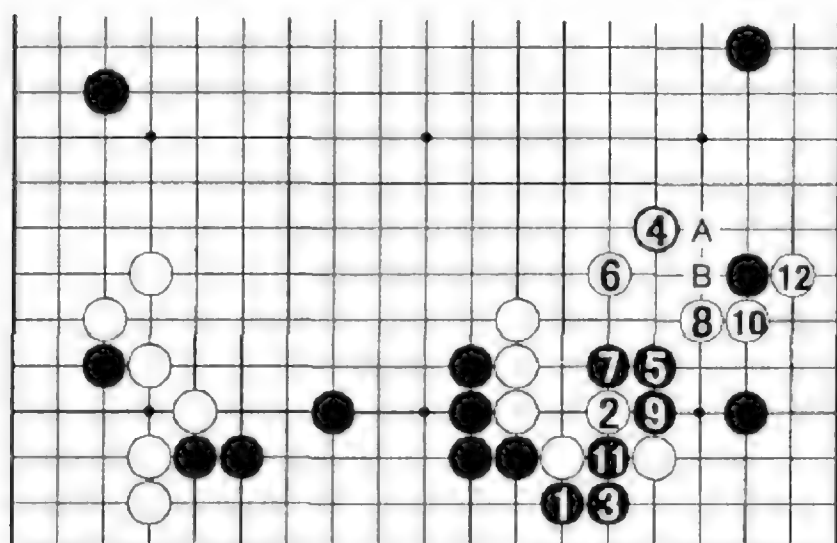
Dia. 14

H: I felt that Black 41 was the losing move. Black should see what happens after Black 1 in *Dia. 14*.

M: Yoda also described his feelings about this move as "This is the losing move. This is where I threw away the game."

K: In *Go Weekly*, they gave the sequence in *Dia. 14*. However, this is terrible for White. For example, Black next plays A. This diagram was simply a comment for use in a game review.

O: If we change things around a little, how about 4 in *Dia. 15*?



Dia. 15

(Komatsu plays the black stones and sets up the sequence through 12 in *Dia. 15*)

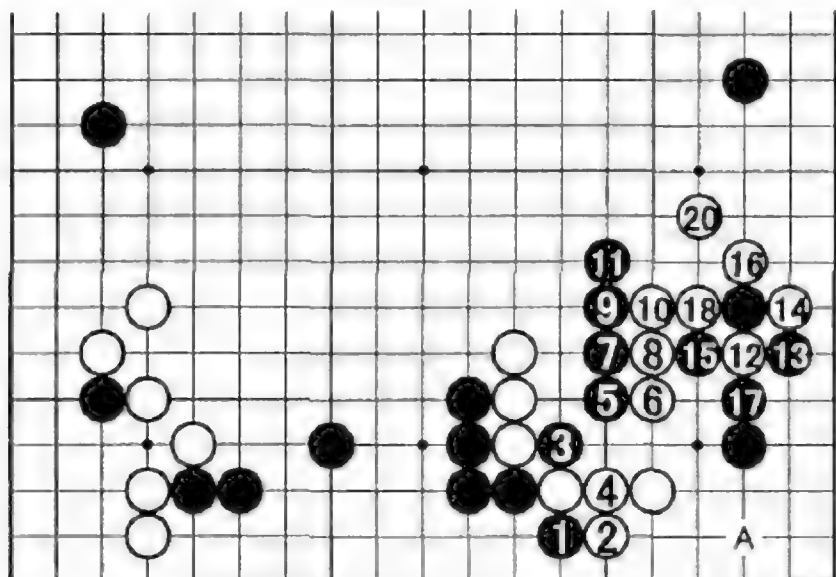
K: That's quite profitable. Isn't this good for Black?

H: I think so, too.

O: Really? We hold different views. (laughter) I'm defeated two to one!

K: So after the sequence Black 1-White 2-Black 3, it is an even game again. White's lead has disappeared.

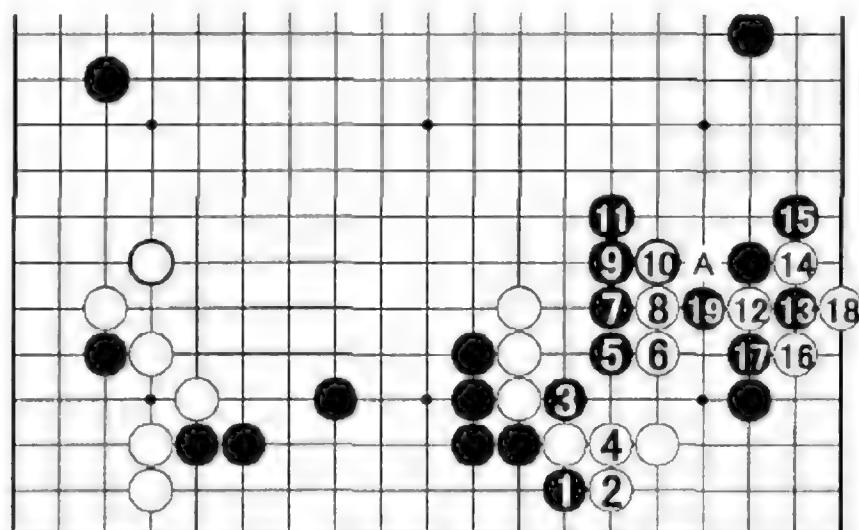
O: If White plays a shoulder hit at A, Black will push through with B and continue on to split White's position. So I guess this is no good.



Dia. 16
Black 19: at 12

H: If that's true, White has no choice but to block at 2 in response to Black 1 in *Dia. 16*.

K: Black 3 and 5 look severe. Let's look at this in detail. What about pushing until 10, then cross-cutting with 12 and 14? If Black responds with 15, White 16 next gives a decent shape. [VZ: The moves 17 through 20 seem to follow logically. Next, White aims at sliding to A.]



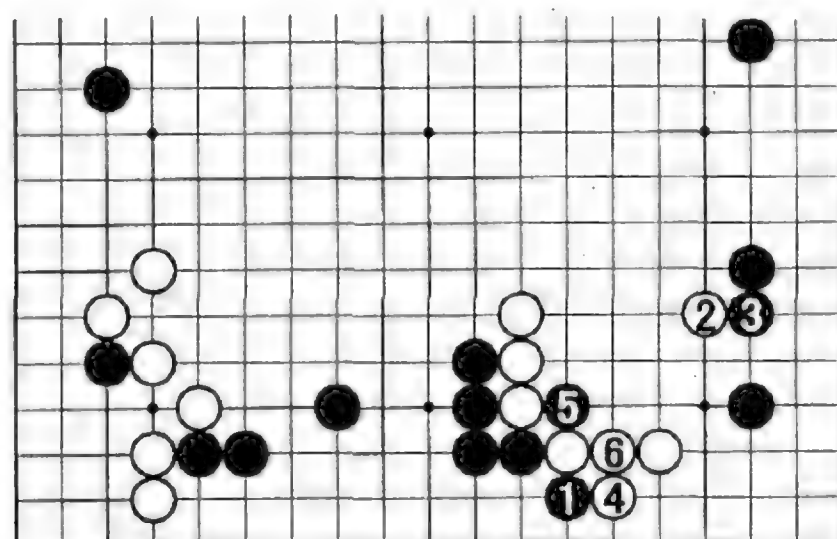
Dia. 17

O: I see, I see. However, Black should play at 15 in *Dia. 17*. In response to 16, Black 17 and 19 are a good strategy. There is no way White can start a ko with A. After all, Black has more ko threats. [VZ: For example, in the lower left.]

M: White is in trouble. If Black has the move at 1, isn't it wrong then to say that White is leading?

K: Not really. Since it is Cho we are talking about, he must have had some counter prepared.

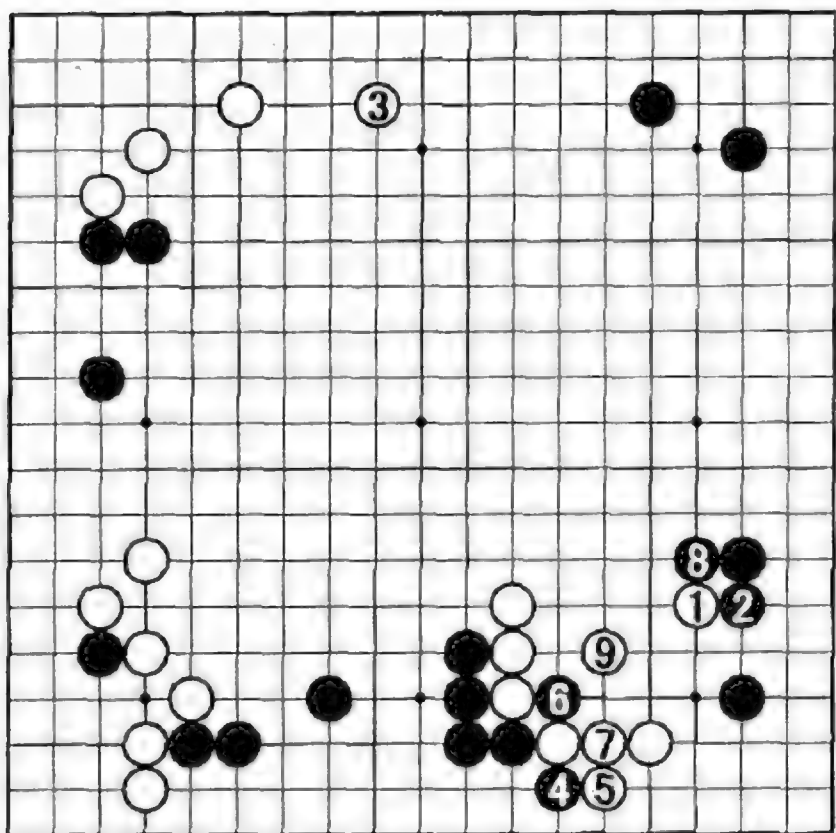
(The three of them busily set up a number of variations.)



Dia. 18

K: Sorry to keep you waiting (laughter). It's a close call, but when Black plays 1, White makes the exchange of 2 for 3 in *Dia. 18*, then blocks at 4. After White 6, Black can't run away with his cutting stone at 5. For the time being, White is holding up.

O: Yes, but something fishy is going on. How about if Black resists?



Dia. 19

K: Come on, come on! (laughter). Let's see, let's reach a final conclusion here. Going back to move 30 in Figure 3, it is best for White to play 1 in *Dia. 19*, then extend to 3. Having to come back with 9 after Black 8 is painful, but White is now completely alive, so it will be difficult for Black to wrap up the right side.

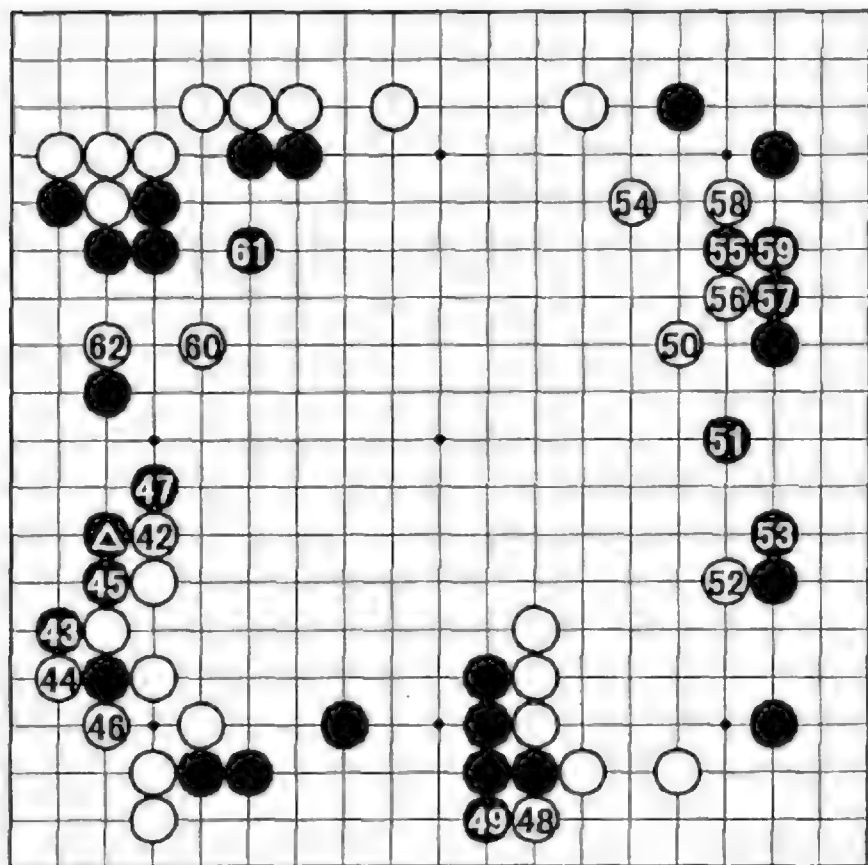
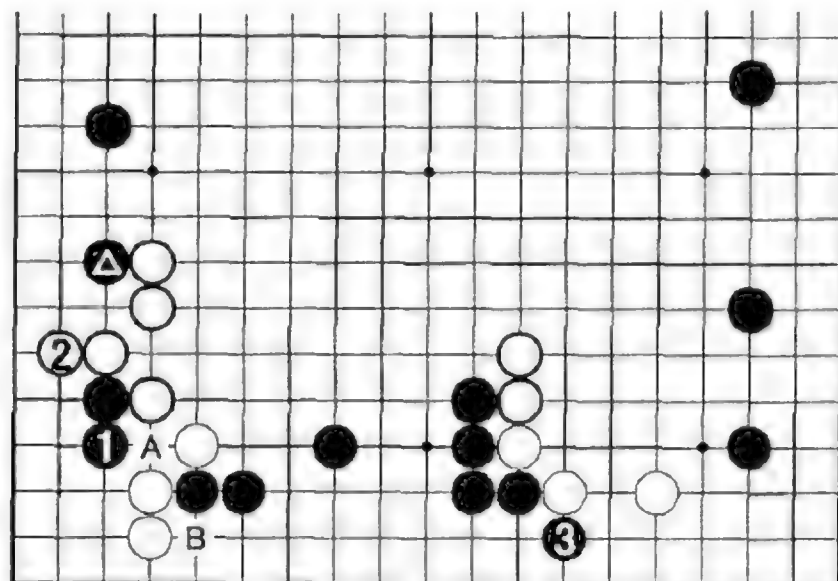


Figure 5 (42-62)

Figure 5 (42-62). Jumping to White's beck and call

M: Actually, I was at the venue when this game was played. As a souvenir I brought something back home. This is a diagram from an analysis by Yoda himself, the referee Awaji Shuzo 9-dan, and the public commentator Akiyama Jiro 8-dan. The

conclusion was that Black still had a fighting chance if he played 43 at 1 in *Dia. 20*.



Dia. 20

K: What? White must play 2. What is the meaning of this?

O: Well, with the aji of A, Black can play B in sente.

K: I see, I see! Next, Black intends to hane at 3. That way, the marked stone, which Yoda himself called the losing move, becomes lighter, and Black 1 is not such a loss.

H: This was the only way for Black to play, right.

M: White 50 doesn't look like a Cho move

K: No, that is not true. I think it is backed up by accurate counting. He is saying it is all right to let Black surround that piece of territory. Well, it's true that the right side cannot really be invaded.

O: Even so, I still don't quite get it. Why did Yoda passively defend at every turn here. If he had the illusion he was leading, why then did he say that he gave away the game with move 41? Because that was the way he felt, right? In that case, he should do something.

H: With the territory that Black makes in the sequence through 59, I don't think he can ever win.

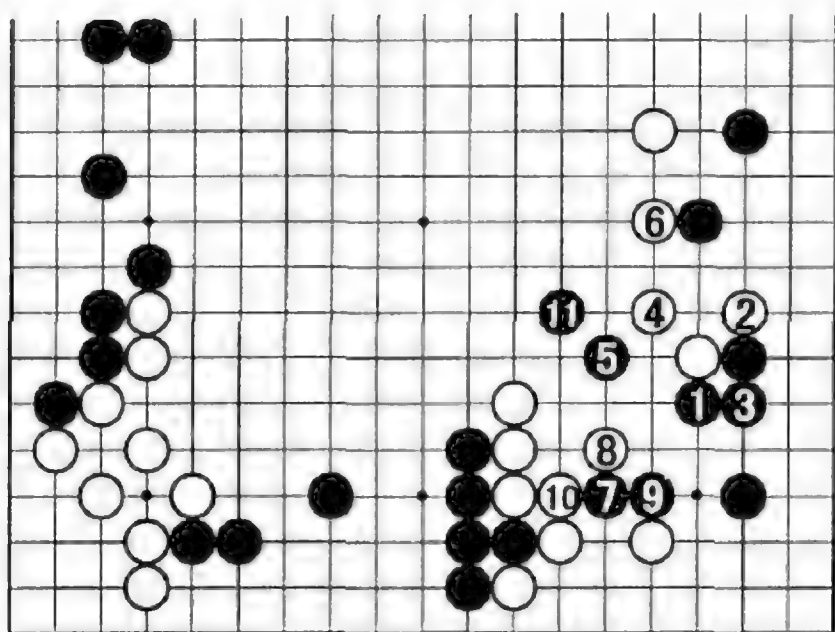
O: The only justification for Black jumping to White's beck and call is when he has a commanding lead and there is no way he can lose.

K: That is part of Yoda's personality. Even if he thinks he is going to lose, he still won't do anything reckless. He constructs the whole game with extreme care.

M: O, where would you put up a struggle?

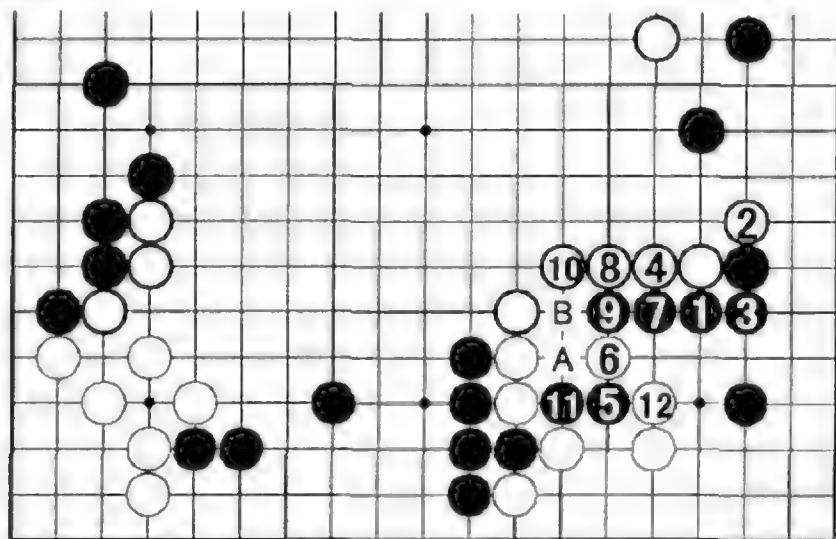
O: Well, let's see. Probably the moment White attached with 52. Anyone would want to hane with 1 in *Dia. 21*.

K: In response, White would counter-hane with 2, followed by 3 and 4. Next, Black 5 is perfect.



Dia. 21

H: After White 6, Black 7 is a violent move. After the exchange through 10, White is in dire straights after Black 11. He is split down the middle.



Dia. 22

K: So, he should then extend to 4 in Dia. 22? What happens if Black next plays at 5?

O: What about White 6? This looks dangerous when Black plays 7.

H: No, it's all right. In response to 7, White can counter with 8 through 12.

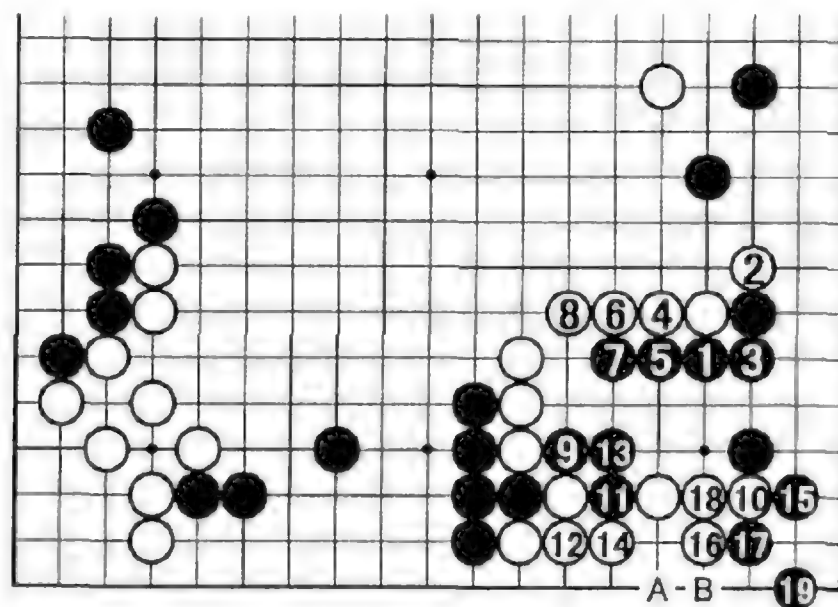
O: That's right. After White 12, Black is going to be squeezed, right? (Black A-White B). If White then makes life in the corner, Black hasn't accomplished anything.

M: Ouch! So this is not good for Black?

O: Black doesn't really need to fool around immediately with 5. What about the sequence in Dia. 23, when Black just pushes on with 5 and 7, then bluntly cuts with 9? White is at a loss here. This is a painful way for White to live.

K: After 10, Black settles the shape with 11 and 13. Black 19 looks good, doesn't it?

M: White can make life with A, but the time-bomb at B is ticking. (VZ: Black threatens to set up a ko here.)



Dia. 23

O: This might even end up badly for White. Because we are talking about Cho here, he would evade this predicament at some point in the sequence. Anyway, I think we can conclude that Black's putting up a struggle was the only move.

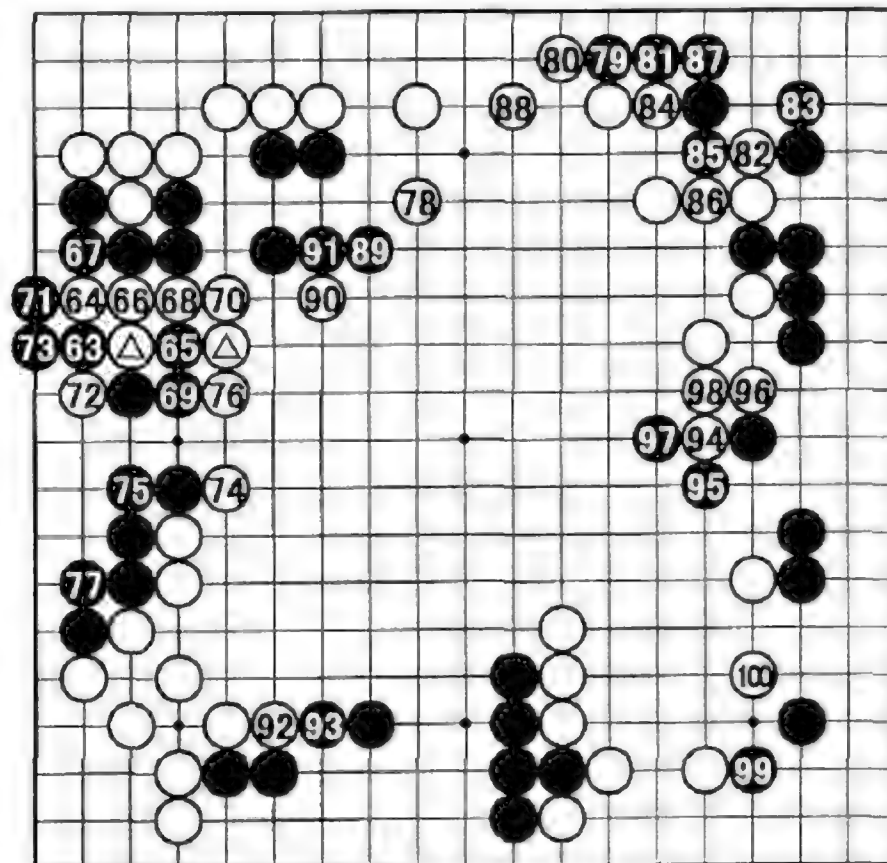


Figure 6 (63-100)

Figure 6 (63-100). Trying to settle the game

K: The two marked moves are not intended to split Black's territory on the left. The strategy here is basically the same as the capping move on the right earlier: to limit Black's territory and to simplify the game.

M: On the day of the game, the comments made were a little unfavorable, but slowly positive comments increased.

O: That is because it is an unfamiliar idea. What do you think, Komatsu?

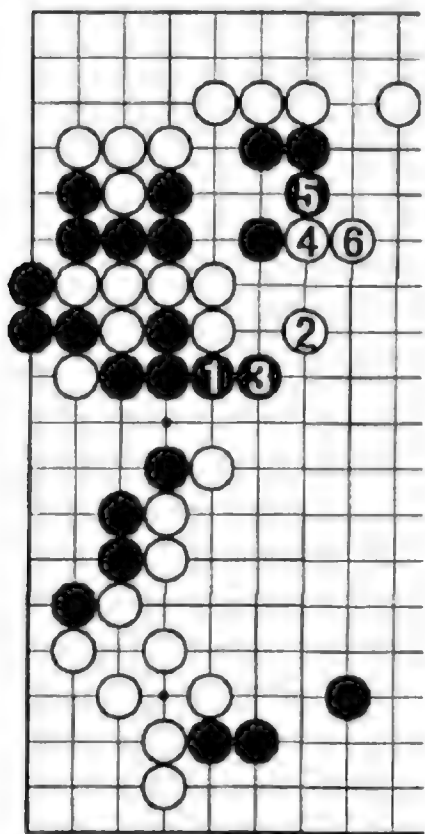
K: Since White was leading, he would be afraid if Black's territory on the left expanded. Just have a look on the right, where that actually happened and

White capped with 50 in Figure 5 to limit that expansion. In feels as if Cho is trying to settle the game.

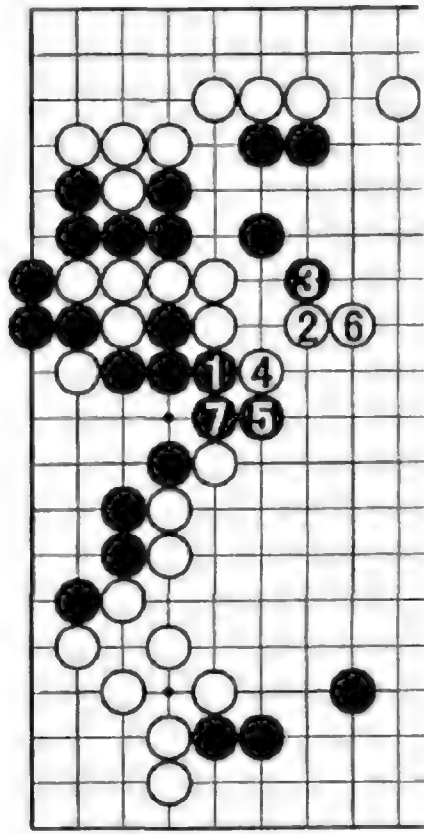
M: How about the sealed move of 64 and the continuation through 76?

H: This is exactly according to White's plan. Again Black is jumping at White's every beck and call. I would have resisted instead of connecting at 75.

K: Right. Anybody could have come up with 1 in *Dia. 24*. Is there something that Yoda disliked about this?



Dia. 24



Dia. 25

O: Nothing much happens when White plays 2 through 6. On the other hand, White gains potential at the top.

K: Wait! What if Black plays a diagonal attachment with 3 in *Dia. 25* in response to 2? White has no choice but to play 4, but then Black has a strong hane at 5.

O: Starting a ko is out of the question, therefore White must extend with 6.

H: Connecting with 7 gives Black a strong shape.

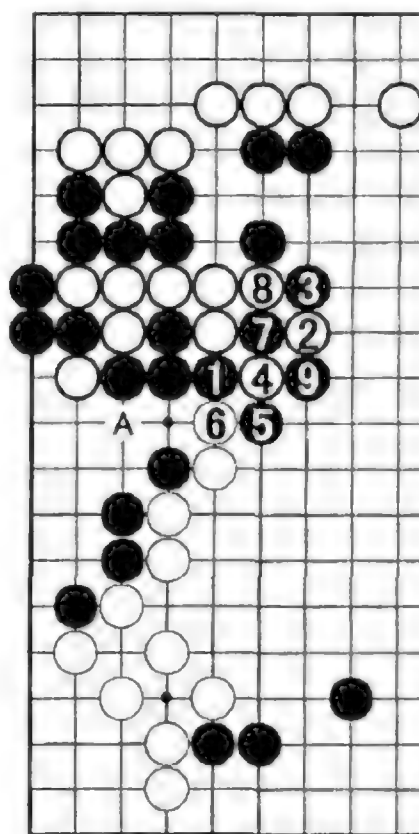
M: Hold on. Where is this ko?

H: That's shown in *Dia. 26*, when White cuts at 6 in answer to Black's hane at 5. After Black 9, White can't connect at 7. However, he can play at A and start a huge ko.

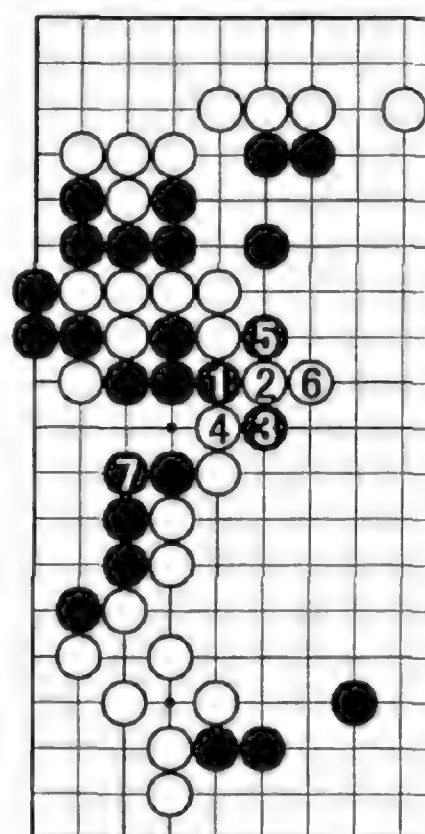
K: OK, so what should White do then?

O: What about playing 2 and 4 in *Dia. 27*? Black will probably respond with 5 and 7. White has sente, so he has no reason to complain.

K: Even this is better for Black than what happened in the game.



Dia. 26



Dia. 27

M: The left side went exactly according to White's plan, and he went on for the finishing touch with 94, right?

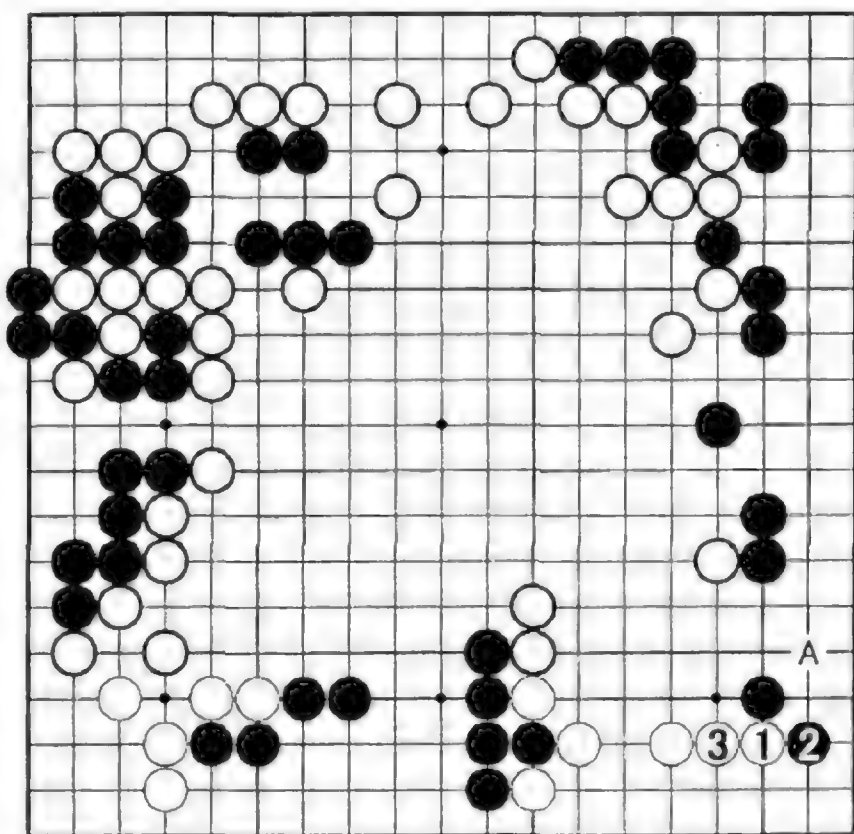
K: Hold on! 94 and 96 could lead to White's defeat, because he had to connect at 98. It is praiseworthy that White went on to win the game.

O: I think that attaching with 1 and connecting with 3 in *Dia. 28* is an easy and uncomplicated way of playing.

H: I agree. Locally, Black is then supposed to play at A, but that is by no means good enough.

O: The moment Black makes a diagonal connection with A, White has an unassailable position.

M: It wasn't until Black 99 that the attention of the players finally shifted to the lower right. Why so late? This area seems quite big, doesn't it?



Dia. 28

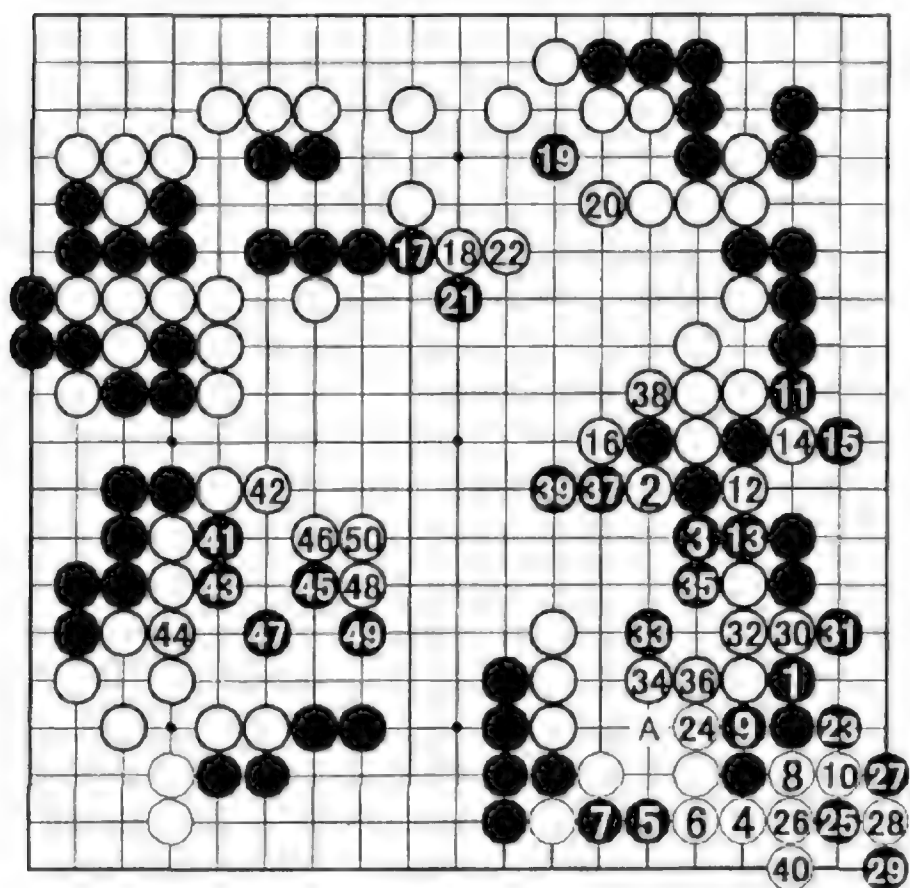
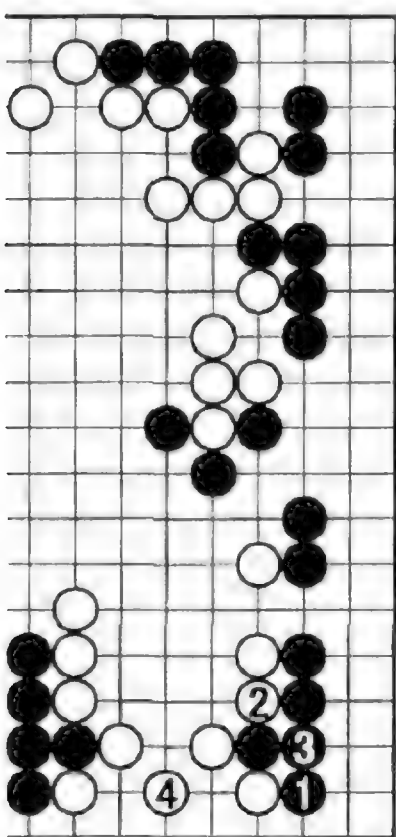


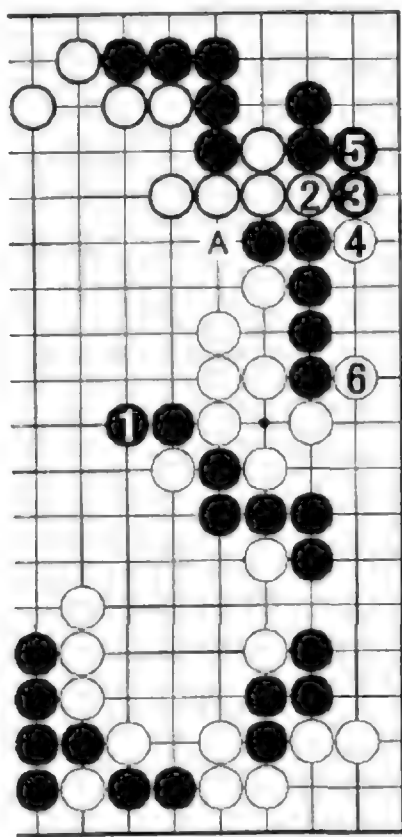
Figure 7 (101-150)

Figure 7 (101-150)

K: Instead of Black 5 in Figure 7, playing 1 in *Dia. 29* gives the 'default' result through 4. Cho was probably satisfied with 2 and 4. That gives White a strong shape, that's why. Of course, Yoda didn't think that was exciting. So, aiming at 5 as in the game, or at A, comes to mind. These variations are the reason that neither played in the lower right any earlier.



Dia. 29



Dia. 30

O: Hey everybody, what about this connecting underneath at 15? Since he is going to lose on territory anyway, the very least one wants to see is Black resisting with 1 in *Dia. 30*. Later on, he can aim at the aji at A and 41 in the figure for a last fight with a chance to turn the tables, although the chances are slim.

K: Excuse me, O, but White is going to cut through with 2 and 4.

O: Well, he has to exercise patience with 5.

(Komatsu quietly places 6 on the board).

O: Hmm, that can hardly be described as being patient. Sorry, I was wrong. Black now has to resign. If White can break through on the right side while covering his defect at A, Black loses.

M: Was there any more excitement after this? Black played at 37 and extended to 39, aiming at White's group in the lower right and cutting with 41.

K: With 40, White ensures life. As far as Black 41 is concerned, after White 42, Black has to run away himself too.

M: White 48 and 50 were praised as uncompromising shinogi.

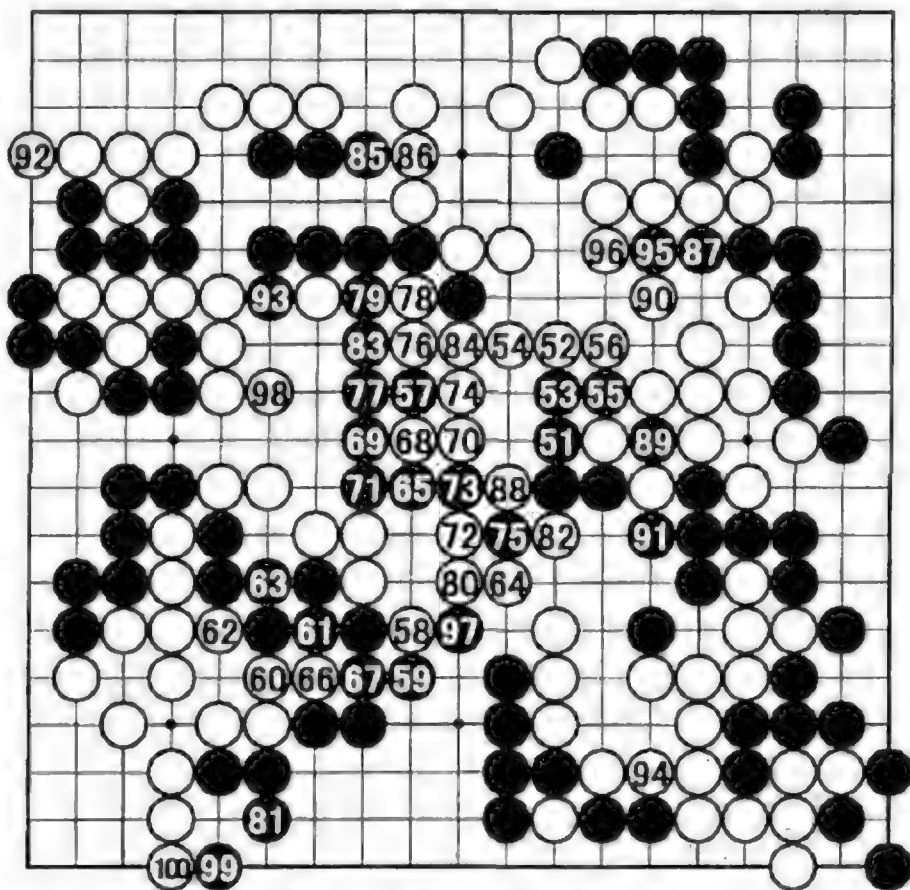


Figure 8 (150-200)

White 12: capture ko at the marked stone

White 44: connects at 1

Figure 8 (150-200).

O: Securing the right to play 60 and 62 in sente is certainly skillful. However, for players of the caliber of Cho and Yoda, this is only natural.

K: I would like to ask the readers to study the remainder by themselves. Playing through the game, they might get a thrill upon seeing 68.

M: Could everybody please give their opinion on this game?

H: Of course, this is true for the right side too, but I was surprised that Black didn't resist on the left.

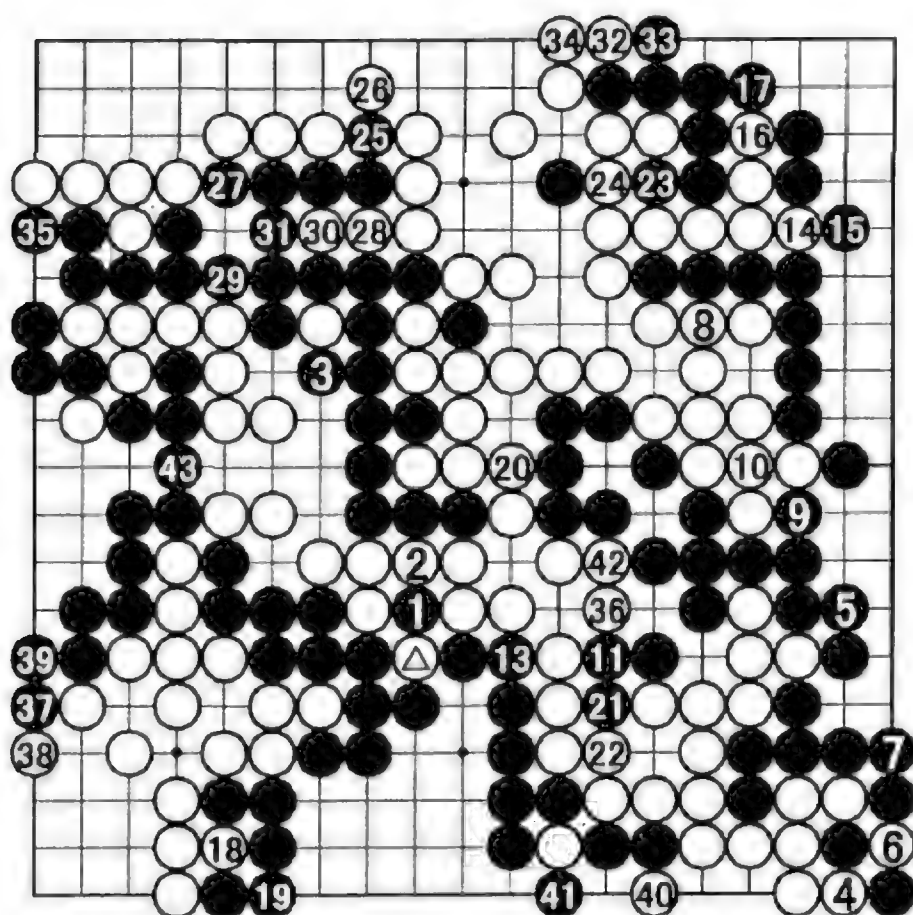


Figure 9 (201-244)

Figure 9 (201-244).

O: I thought the way Yoda lost in the fourth game was really dodgy. He proceeded in a too careful manner and kept missing the decisive move. Even seen through the eyes of another person, that must have been very painful.

M: Can one say that Yoda was too careful in this game, too?

O: That is right. I expected him to go all out, but again he was too rigid.

K: Come to think of it, with White 2 Cho didn't make an approach move. In contrast, in this series, he made an approach move right away with both Black and White.

O: Well, I don't think this approach has the same implications when played with Black and White.

M: What do you mean?

O: I cannot explain it very well, but I feel that playing this approach with Black 3 or with White 2 has different implications. At the very least, I don't think White is very happy about playing an approach right away.

M: Until now, both players scored solid wins when they held black. However, this changed in the fifth game, the crossroads of this series. In this fifth year he is playing in this series, this is the first kadoban for Meijin Yoda.

H: It's not all over yet.

O: Still, Yoda is very strong when he puts his mind to it. Although, normally when putting all your strength into a game, you often become too rigid and lose. (laughter)

K: I feel the same way. (laughter)

White wins by 4½ points.

Mastering the Basics, Volume Three

Making Good Shape

by Rob van Zeijst and Richard Bozulich

Understanding and recognizing good shape is important for becoming a strong player and developing the intuition that will instantly guide you to finding the strongest moves in the opening and the middle-game fighting.

The brain is made up of two hemispheres whose functions are different but complementary. The right hemisphere is superior in handling geometrical concepts and the left hemisphere is superior in handling analytical processes. Playing go involves an interesting interplay between these two abilities. The right hemisphere provides the geometrical vision necessary to see the shape that you wish to achieve while the left hemisphere provides the analysis that is needed to achieve that shape. The study of shape is an excellent way to develop and integrate both the geometrical and analytical powers of the brain.

The first chapter begins with a theoretical introduction to shape, beginning with the efficient placement of stones. It then goes on to discuss thickness — how to use it and how to counter it, and how, if used improperly, it can result in the overconcentration of stones. It continues by contrasting the concept of thick stones with that of thin stones, then finally explains what are heavy stones and what are light stones, and how these relate to the important concept of sabaki, which is essentially a method for making good shape.

The second chapter gives examples of the standard shapes, both good and bad, and the third consists of 245 problems to give readers the practice needed to hone their ability to find the shape move in their games. The book ends with two example games. Price: US\$15.00+ shipping:

Game Six

White: Yoda Norimoto Meijin

Black: Cho U Honinbo

Edited by Rob van Zeijst, based on a commentary by Cho U. Reported by Kenji Akiyama.

Played in Ho City on 3, 4 November 2004.

(The following interview took place a few days after Cho won the Meijin title.)

Akiyama Kenji: Congratulations on taking the Meijin title.

Cho U: Thank you very much. I kind of outdid myself a little, didn't I?

Akiyama: It wasn't to be that husband and wife were to have both the Meijin and Honinbo titles, as Izumi just lost the Honinbo title, but even so, winning this title is a great addition, isn't it? At any rate, if we look back on the series, it seems as if a different person was playing the first half of the match and the second. Especially in the third game, it seemed as if you didn't have much spirit left, it felt as if you were worn out.

Cho: That is true. The third game was both mentally and physically difficult. I was in low spirits because I made a lot of simple mistakes. I thought I wasn't in it for this series. Right after that I lost the final game in the Kisei league and I felt really down.

Akiyama: In that state of mind then, the fourth game really became the turning point. It seemed you were suffering from the aftereffects of the third game; your game lacked flair. It seemed that fourth game was the highest hurdle you had to take in the series.

Cho: There were many moves in that game that I regretted. Yoda played well — I really learned a lot from his play.

Akiyama: Yoda plays all kinds of moves, and whichever way he plays he wins — it is what I (Akiyama) wrote and what other journalists familiar with the game were writing.

Cho: I don't really like it if it said that someone will win however he plays. For one thing, I am really trying to find the most difficult moves to somehow make a fight out of it. On the other hand, Yoda could have chosen moves to make it simpler.

Akiyama: In the pressroom where games are being analyzed everyone is apt to make a story out of every little thing and the press just sucks

it all up.

Cho: Certainly there are plenty of moves I regretted.

Akiyama: While Yoda was absentminded and a bit out of it, you had unconsciously taken off your jacket, probably the first time in this series. According to some, your eyes had changed color.

Cho: Maybe I had to find my fighting spirit. In contrast to Yoda Meijin who was in an easy position with a number of simple moves to choose from, for me the end of the tunnel could not yet be seen. It was said, there was only one winning move.

Akiyama: That was move 133 in the fourth game, an attachment in response to White's knight's move.

Cho: Yes, I could only make up my mind about that move because I had just gone into byo-yomi.

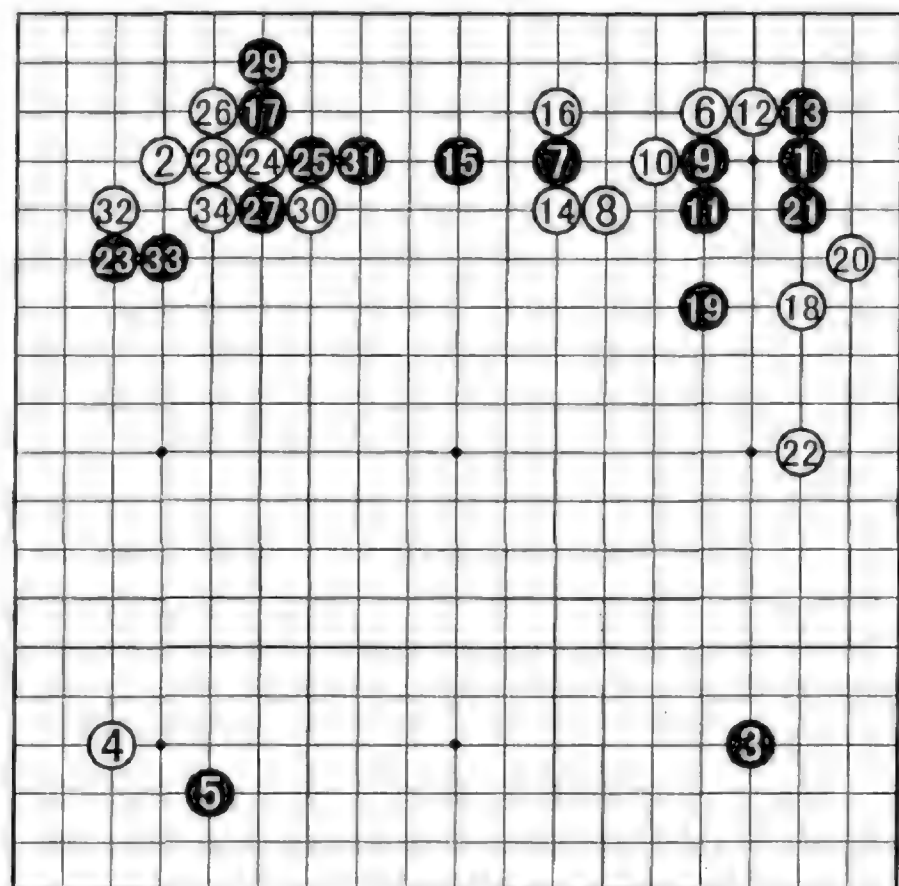


Figure 1 (1–34)

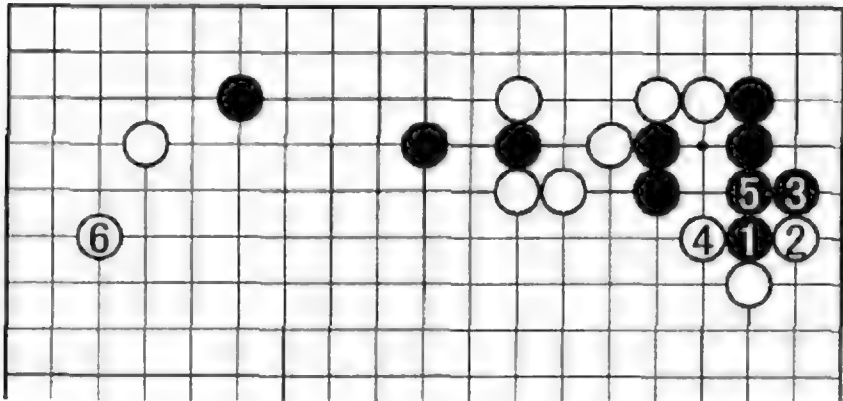
Figure 1 (1–34). *Hurrying to make a second approach*

There is no denying I wanted to decide the match with this game. However, being so fixed on winning would mess up everything. It was my wish to be fully devoted to playing good go, my usual game, only.

Against Black 7, White responded with a shoulder hit at 8. As in every game, Yoda seems to have a plan. I could sense Yoda's self-confidence that whatever happened he would be able to deal with it.

The moves through White 16 have become a joseki. Black must not miss playing the approach of 17 next. However, when he plays 18, White's threat in the upper right becomes apparent.

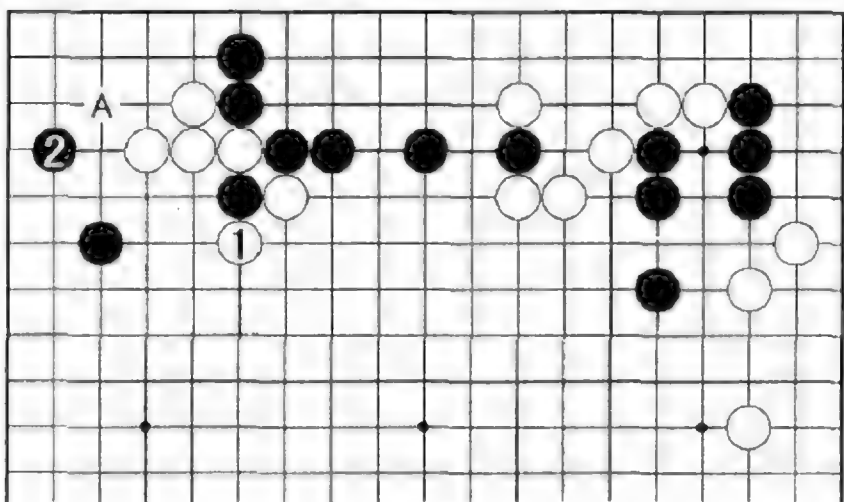
With Black 19 it was my intention to put my own spin on the game.



Dia. 1

Dia. 1: Defending by blocking with 1 and 3 is also a natural idea, but I disliked the prospects of White switching to 6 after forcing the exchange of 4 for 5.

My moves helped White make a forcing move with 20 before making an ideal extension to 22, leaving Black's corner group without definite eye-shape, but a quick development by playing a double approach was appealing to me. In the first part of the game, I gave more importance to a development that had an easier follow-up than by weighing the merits of each individual move.



Dia. 2

White 24 and 26 are the moves that can be expected in this position. While I was thinking we would follow the joseki move, White came up with a different plan. Although rare, it is a possible way of playing. I thought that White would play 1 in *Dia. 2*, followed by A or 2. I wasn't planning on A, but had in mind 2.

Figure 2 (35 – 61). *Playing the easy way*

Ensuring Black's safety at the top while threatening White's base, Black 37 is a move one should not miss — the reason being that it guarantees a base for Black's stones while taking away White's. 38 is about the best White can do.

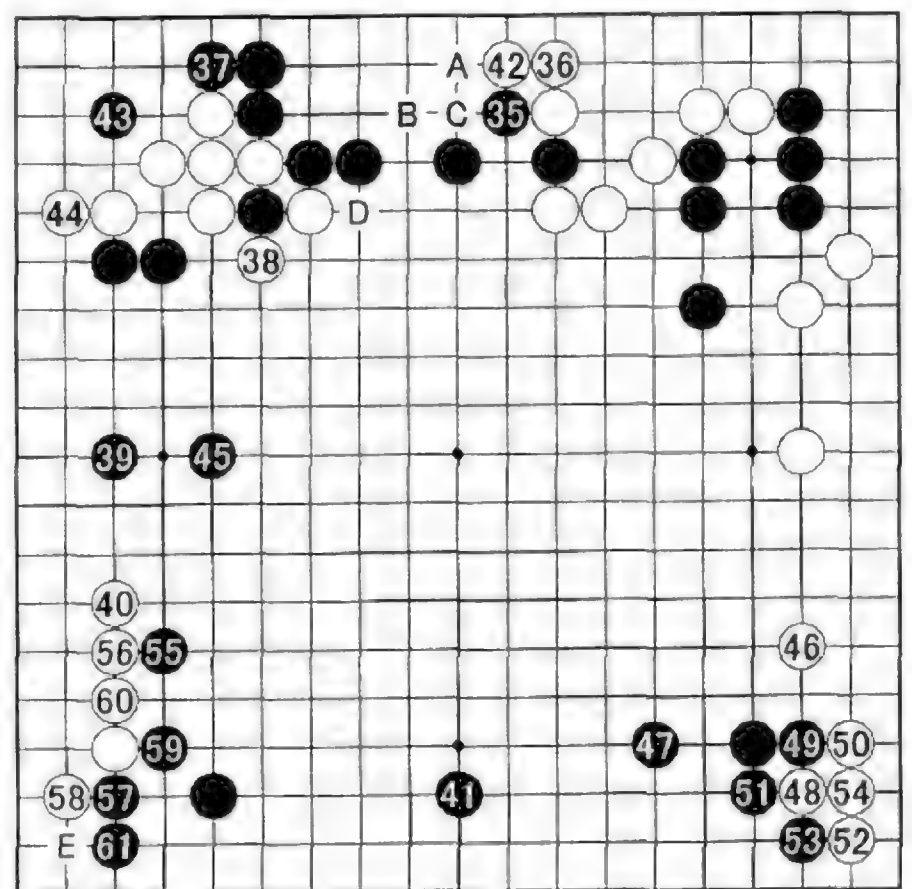
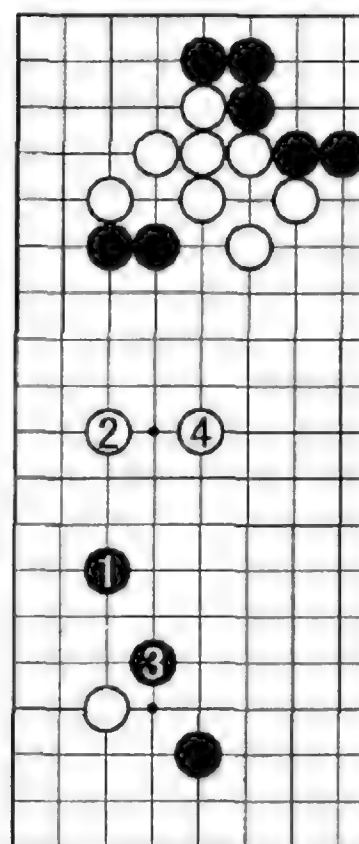
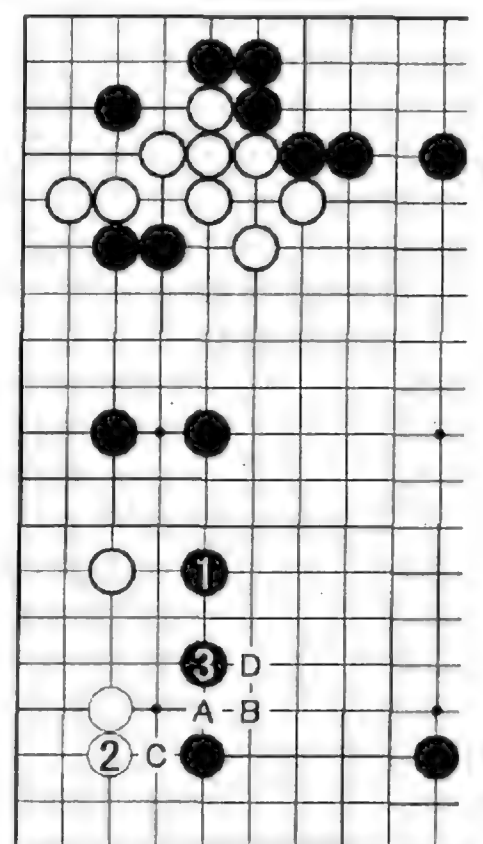


Figure 2 (35 – 61)

Black's next move is harder to decide. Black really wants to play at 1 in *Dia. 3*. If White is so cooperative as to defend at 3, extending to Black 2 next is an efficient way of playing. However, White will likely invade at 2. Black certainly makes good shape with 3, but, after White jumps to 4, White's moyo is expanding while it is difficult to see what Black can do about it.



Dia. 3



Dia. 4

Extending to 39, prompting White to defend at 40, and extending to 41 is a way of playing that is easy to understand. At this point, the game is even. One can't expect to get an advantage during the opening stage.

White 42 is a calm move, typical of Yoda. At this stage, this kind of move is already large. Having

to block at A is frustrating. If Black immediately blocks, White exchanges B for Black C, then pushes at D in sente. This is very unsatisfactory for Black.

I thought it was sufficient for Black just to live at the top. By playing the combination of 43 (forcing 44) and 45, Black succeeds in living while reinforcing his stones on the left. The sequence 46 through 54 is what can be expected in this position. At this point, the outlines of Black's moyo become clear. The next issue is how Black can round out his framework.

Instead of 55, Takemiya showed the sequence in *Dia. 4* as an alternative. According to Takemiya, Black should play 1—White 2—Black 3 because it is a thicker way of playing. This imposing sequence is typical of Takemiya and rather convincing. In this variation, Black's moyo has more depth and girth than in the game

(Van Zeijst: At this point most amateurs might argue White should break through into the center instead of passively answering at 2 in *Dia. 4*. One example is White A—Black B—White 3—Black C—White 2—Black D. As you can see, Black gets even thicker. In other variations, White may break out, at the cost of losing the corner and his base. This kind of play loses assets (territory, a base) immediately, while any compensation might be hard to find. Professionals do not like gambling, that is, losing points without clear prospects of getting something in return.)

Anyway, I chose the joseki through 61 because it stresses territory — a later move at E is huge in terms of territory, and it also offers the possibility of attacking White's base. This way of playing is easier for me because it is more my style.

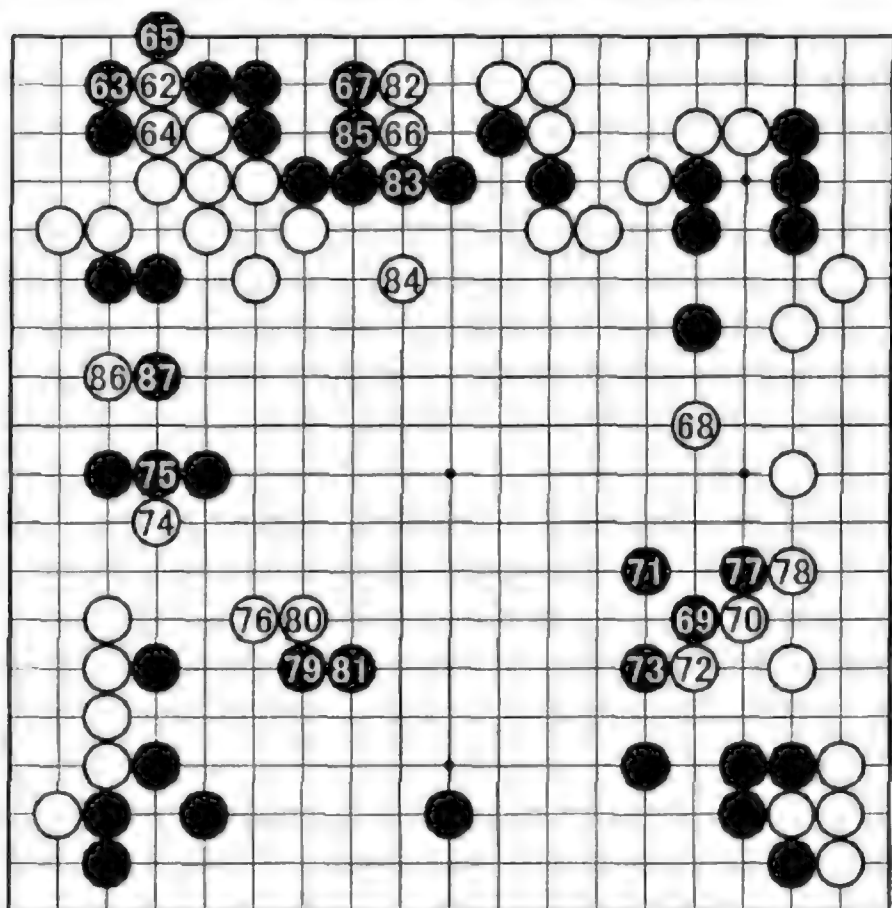


Figure 3 (62-87)

Figure 3 (62-87). Not so bad

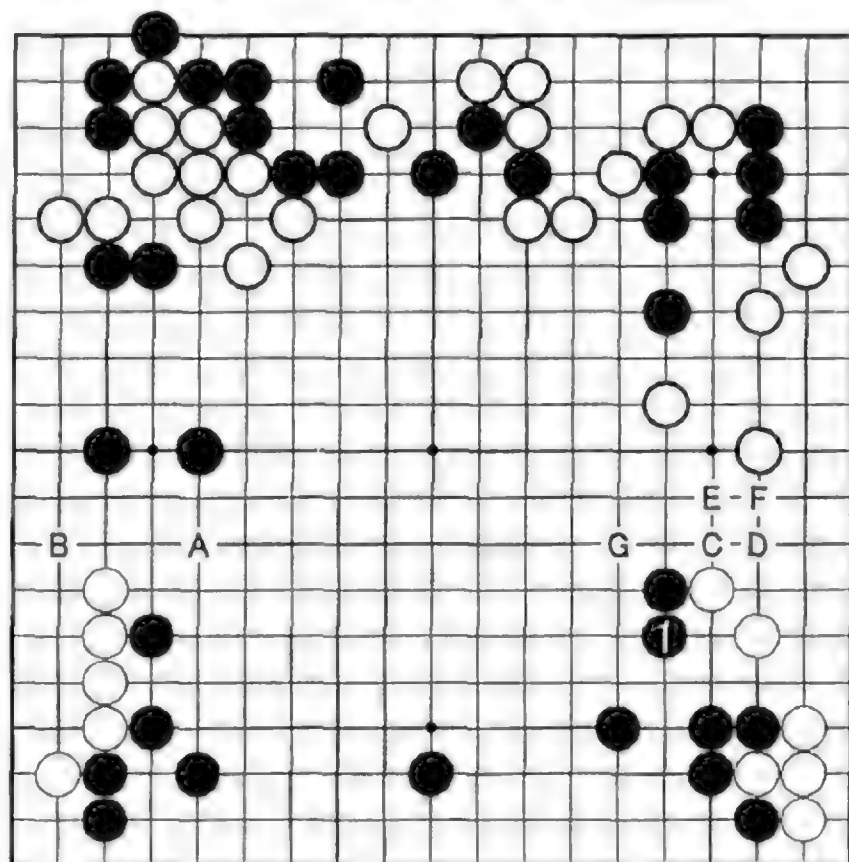
Once White plays 62, the moves through 67 are inevitable.

(Van Zeijst: Remember that Black's purpose is just to make two eyes.)

White 68 is a nice move that puts pressure on Black's group in the upper right. This forceful way of playing is typical of Yoda's style. Black can't afford to answer and has to resort to 69.

(Van Zeijst: 69 is the key point for pushing back the dividing line between Black's and White's respective moyos.)

However, White 70 was troublesome.



Dia. 5

Thinking it was sente, my first instinct was playing at A in *Dia. 5* — a black move at B next would kill White locally. However, I was worried about my group in the upper right. Otake suggested that pulling back with 1 was the proper move. Later on, Black can exchange C for D and E for F. It is clear Black 1 is better placed than G (the move in the game) to build center strength. The difference is subtle. Of course, playing at A is also possible. Even now, I still don't know the definite answer.

However, while giving assistance to Black's upper right corner, even if only little, Black 71 also develops Black's moyo at the bottom.

Yoda took action with 74 and 76. There are a lot of alternatives for 79, but I decided on this move because it directly expands the lower edge. If this part of the board is settled, the future looks bright. While playing, I was thinking that my position as a whole was not bad.

White 82 and 84 are sente. White is taking aim at both the left and the right sides. While

steadily applying pressure, White is aiming at a direct attack.

White 86 was also as expected.

Black 87 was the sealed move.

I thought the game was not going badly – and I don't believe my judgment was wrong. However, I regret not having been more aware of the looming danger. I lightly thought that the left side would somehow take care of itself.

I was soon to find out the fear Yoda could stir up. I am still much too self-indulgent. Just by understanding that, I have gained greatly.

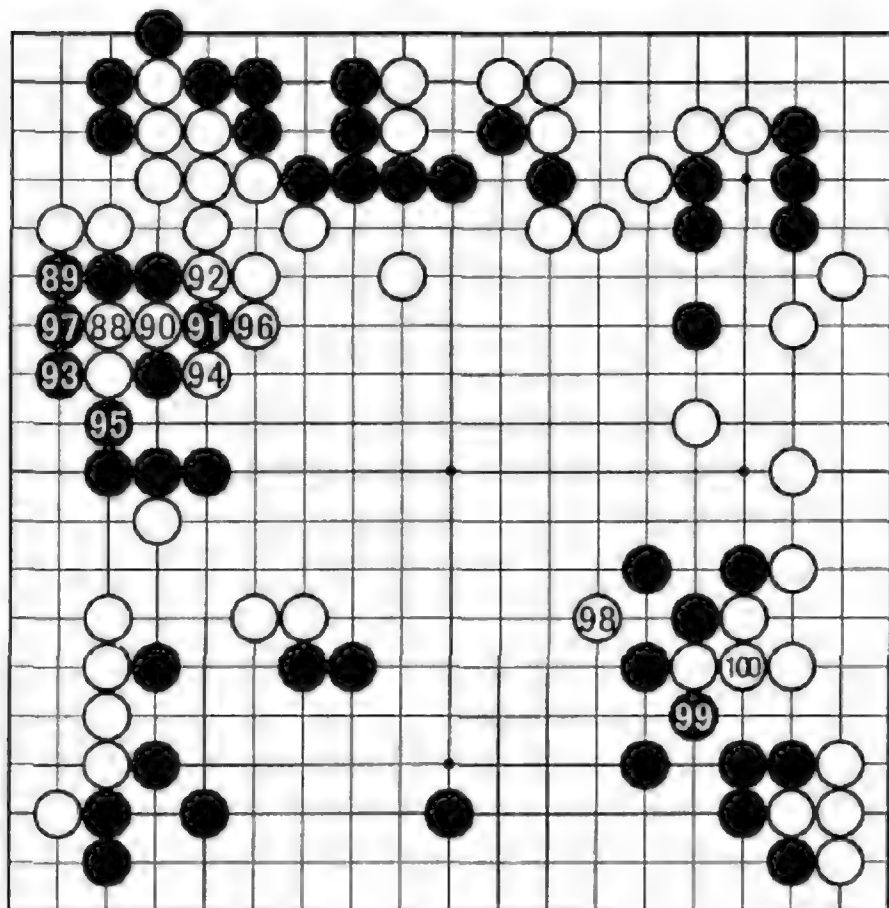


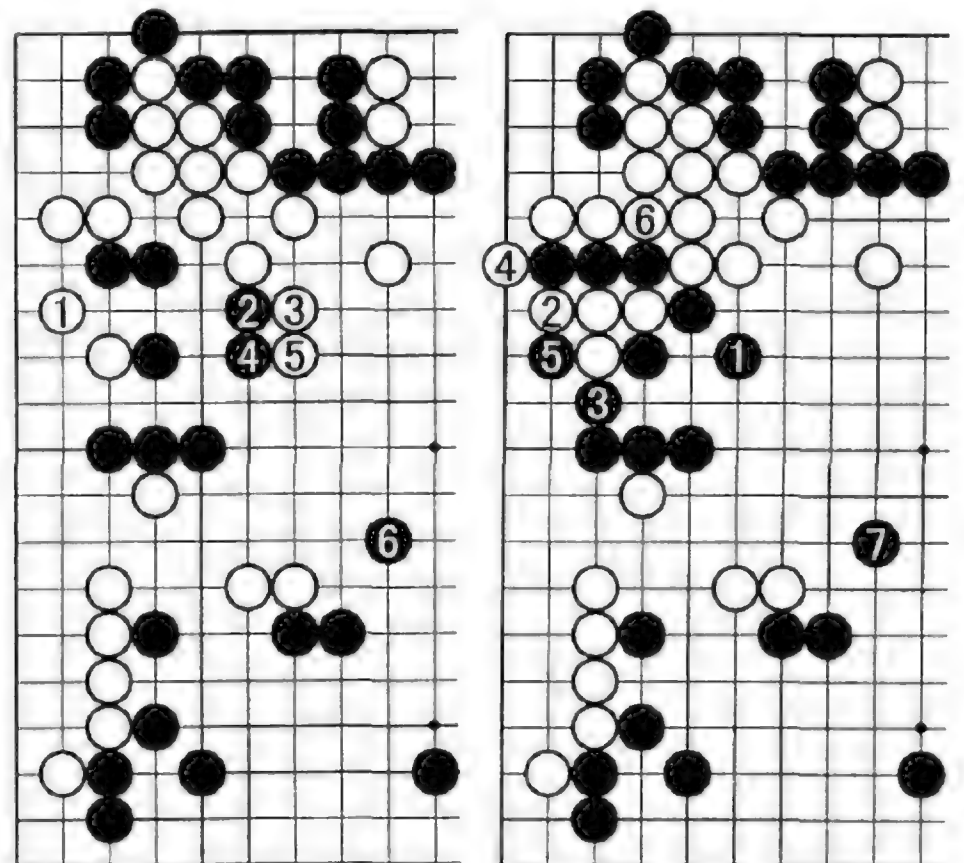
Figure 4 (88-100)

Figure 4 (88-100). *Going beyond the predictable*

My failure was in not foreseeing White 88. The diagonal move of White 1 in *Dia. 6* is the normal idea, followed by Black 2–White 3–Black 4–White 5. With Black 6 next, I was planning to expand the bottom while extending a helping hand to the group on the left, all the while thinking the position was not bad. The left side would be about alive and indeed this is promising for Black.

Looking at it superficially, White 88 is *suji-chigai*, that is, next to the right point (the right point being one space to the left). The shape of 90 and 92 seems inefficient because it looks as if the squeeze starting with 93 is just right. However, it unexpectedly felt very strange and, in fact, White's play is entirely natural. Yoda doesn't determine everything by shape and this way of playing is a good illustration of Yoda's strength.

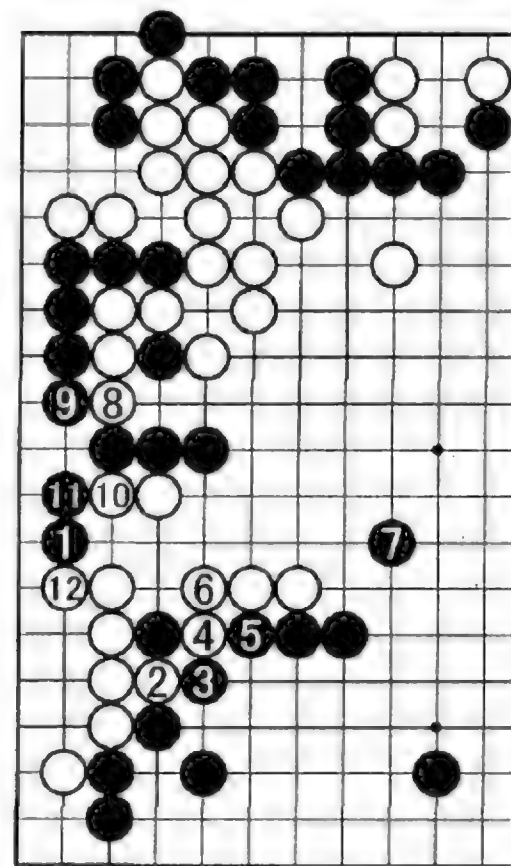
If I am blamed for not being aware enough of danger, it can't be helped. Attaching too much importance to shape, Black 93 is in fact an overplay.



Dia. 6

Dia. 7

Dia 7. Why didn't I play the diagonal connection of 1, forcing White to capture three of my stones after which I can switch to 7? First of all, there is almost no need to worry about the group to the left. After this sequence, the game should be slightly easier of Black.



Dia. 8

Yoda sensei in fact outread me here. I can't play Black 97. Black wants to slide to 1 in *Dia. 8*, but with 2, 4 and 6, White builds thickness. Black 7 next is consistent, but with 8 through 12 Black's group is deprived of eyes and the chances of pulling out his group are dim in view of White's thickness in the vicinity.

When White plays 98, my position is a little difficult.

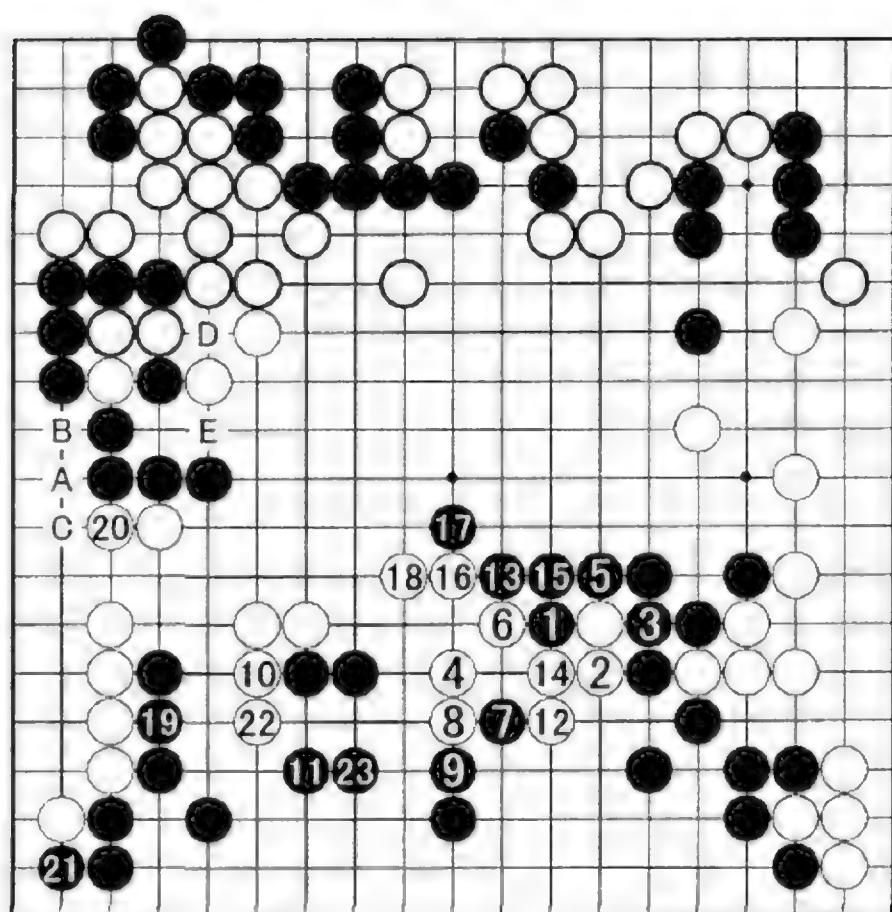
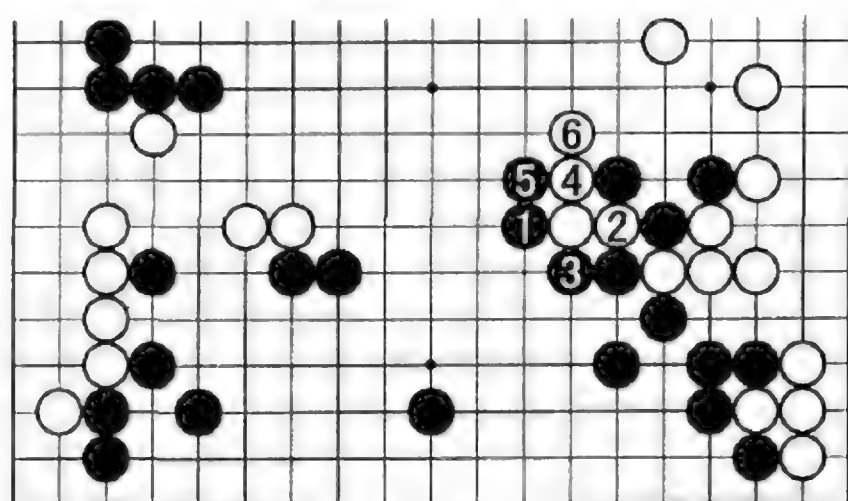


Figure 5 (101-123)

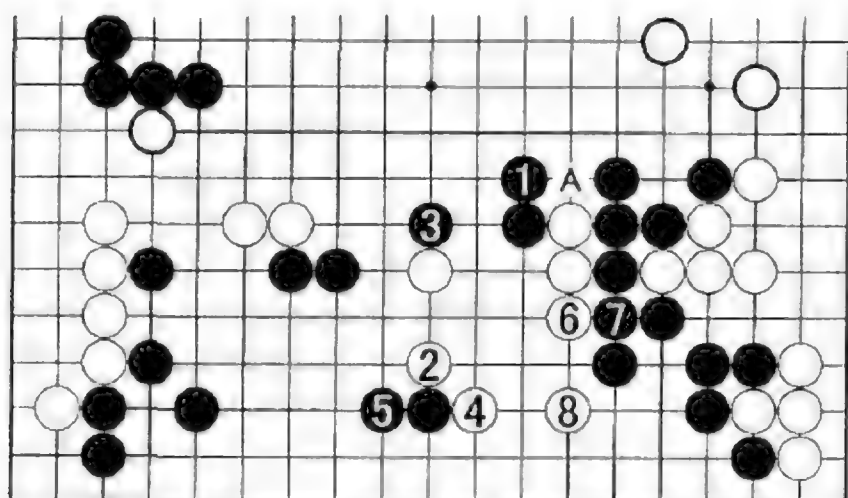
Figure 5 (101-123). Hit on the head with a good move

From not good to a little difficult... In only about ten moves, the balance has changed. With the attachment of 1, Black makes a desperate effort. Any other move and Black will easily lose. White 2 and 4 offer the strongest resistance.



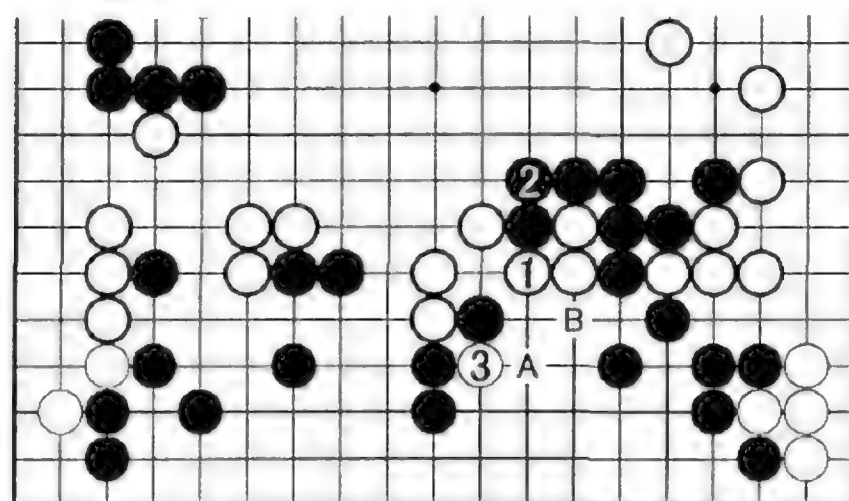
Dia. 9

In response to 1, if White blocks with 2 in Dia. 9, an exchange of territories follows. White takes a lot of profit, but Black is not dissatisfied, as he has been able to settle the bottom.



Dia. 10

Black 5 is unavoidable. How about pulling back with 1 in Dia. 10? This move was proposed, but White won't be so kind by immediately escaping. Blocking White's escape route to the center is dangerous for Black, as White may live within Black's moyo, starting with 4. In the fight, Black will also be handicapped by the cut at A and by the danger that the fight may spill over into the upper right, where Black's stones are not yet alive. It is impossible to read out every conceivable possibility.



Dia. 11

In the game, the moves from 6 lead to a predictable shape. However, I didn't foresee White 12 and was hit right on the head with this good move. I had in mind Dia. 11, in which White ataries and cuts with 3. I was thinking of playing A or B after this exchange. However, White 12 in the game was a good move. It is safe to call it a brilliant move. In the sequence through 18, White is able to escape while making a major inroad into Black's territory. The mood is turning in White's favor. However, I thought it was still a difficult game.

Black 19 is large in several ways.

(Van Zeijst: Black 19 is a thick move which aims at White's weaknesses in this area. It is difficult to pinpoint exactly how to attack, but White's position is thin.)

The points 20 and 21 are miai. Be aware that after White 20, the black stones on the left are not entirely alive. White can attack with A, Black B, White C, and Black captures three stones with D, but now White can create a ko by playing at E.

Figure 6 (124-151). Barely pulling it off

White 24 is severe. It is clear White still has his eye on the black group in the upper right.

I am also making a desperate effort with Black 25. I am looking forward to playing 41 at some later time.

White finally followed up with 28, but he could

also have crawled at 33. The advantages and disadvantages are a subtle matter.

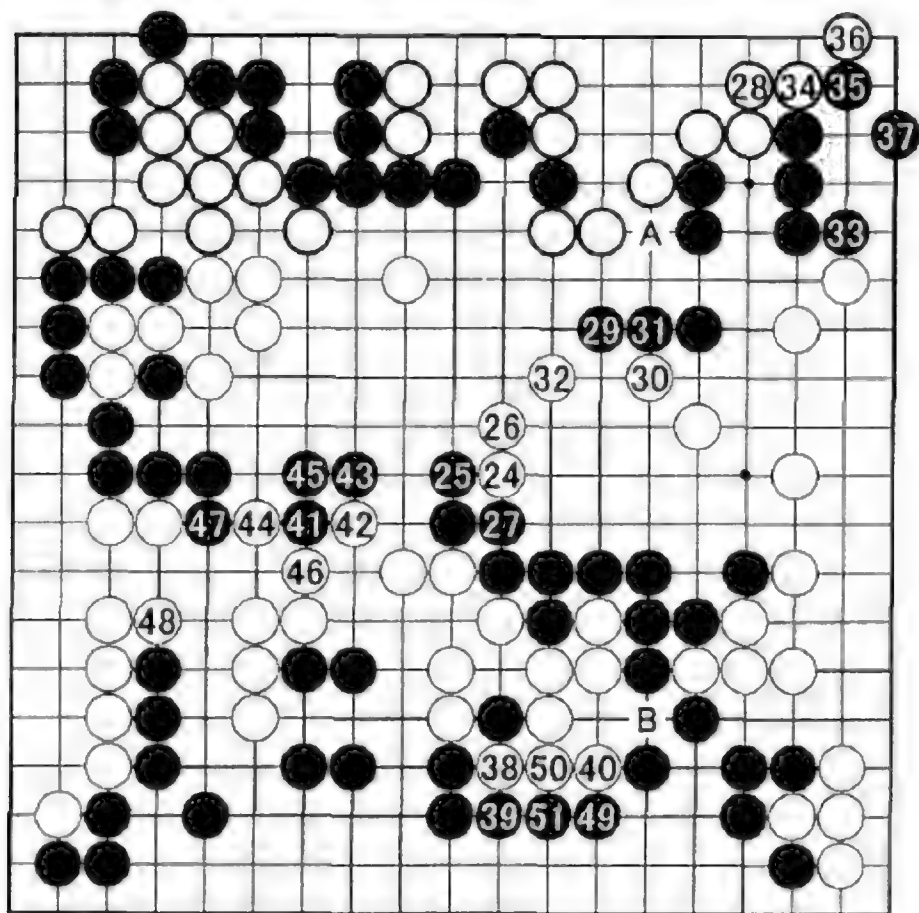
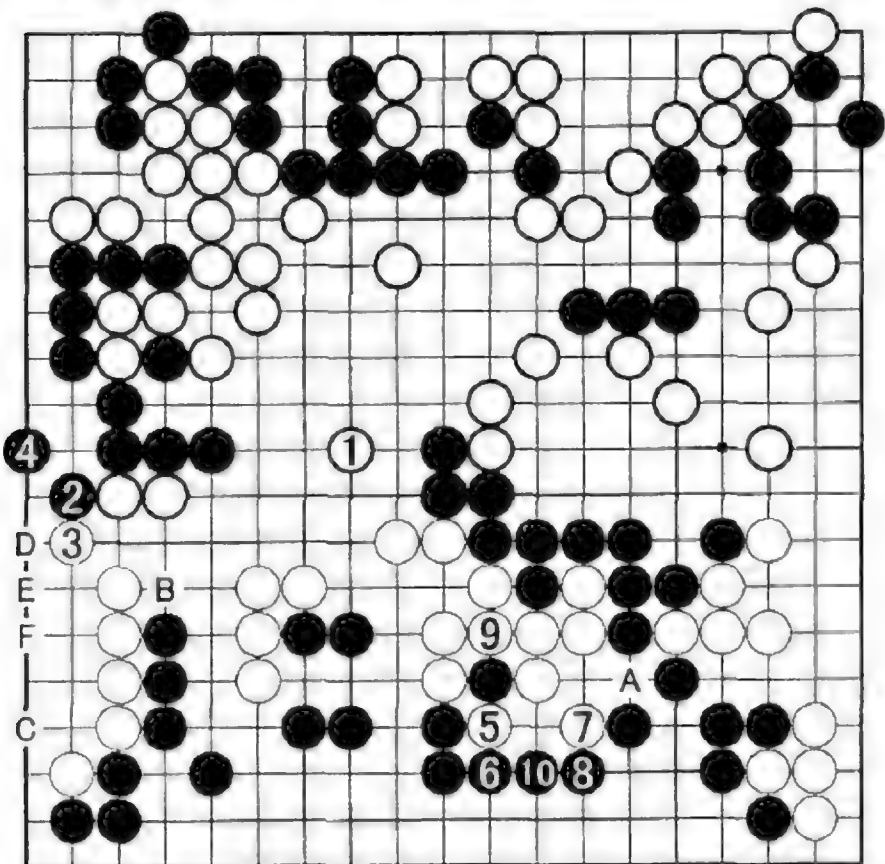


Figure 6 (124-151)

When Black plays 37, the position in this area is settled for the moment. Since A is sente, Black does not need to be worried.

White 38 is a mistake. This move and 40 form a kind of tesuji. However, this may not be the right time to play it.



Dia. 12

Dia. 12: White 1 should be the point of contention. Black has little choice but to live with 2 and 4 (playing elsewhere would lead to the ko explained in the Figure 5), followed by 5, 7, and 9 — this is the correct order. Black has to connect at 10 to prevent a ko here, but he is still left with a serious problem because White can start a ko at A. But I don't agree with the judgment that White has an

easy ride now. Black now has the opportunity to push at B. White can't properly connect and has to resort to trying to make life with C. However, when the time is right, Black may start a ko with D—White E—Black F. Even if it is true that Black has a difficult position, White will surely choose difficult moves, giving Black some reasons for worry. Since both sides will play all out, it is unthinkable that it will be an easy victory.

Waiting for an unguarded moment, I was able to stick in 41. White now has to connect on points that make no territory while Black has suddenly become thick — this is a huge difference compared with *Dia. 12*. Finally, Black is able to come back and defend at 49 — the game is again wide open.

Since White has to worry about his eyes, he has to exchange 50 for 51, thereby forgoing the possibility of ever starting a ko with B.

In hindsight, Black seems to have just barely pulled it off. However, during the game, I felt that the position was finally even. Up to this point, I had been resigned to a tough game till the very end.

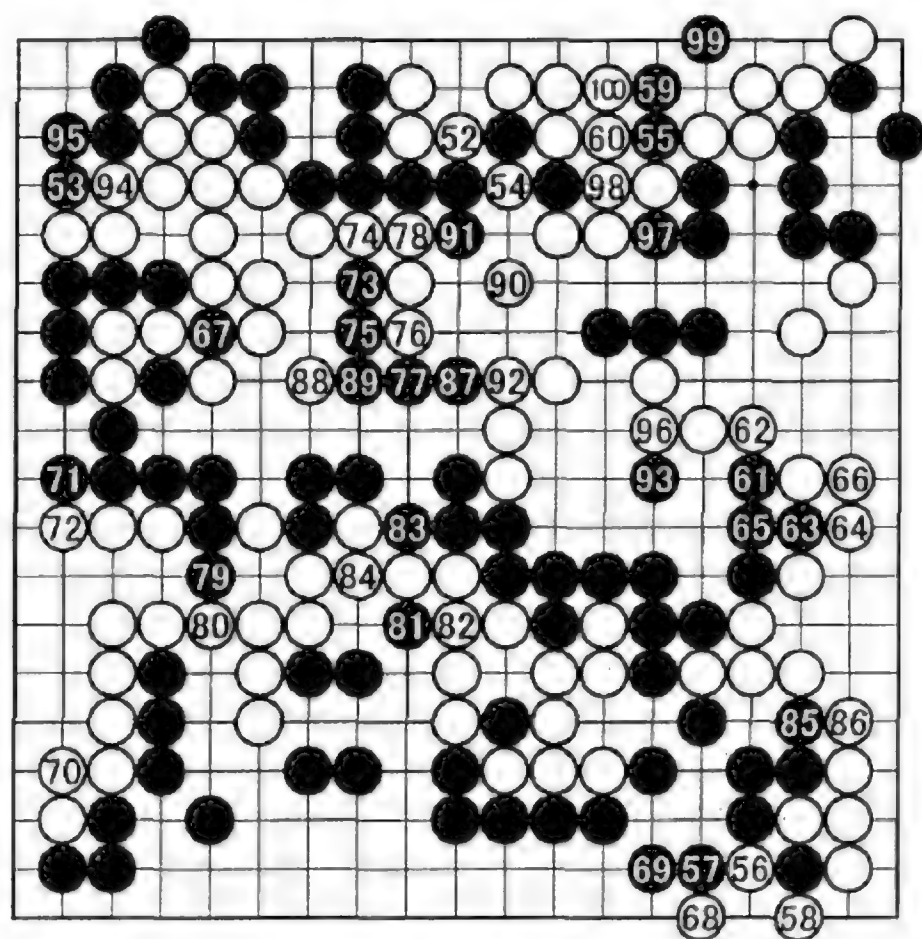
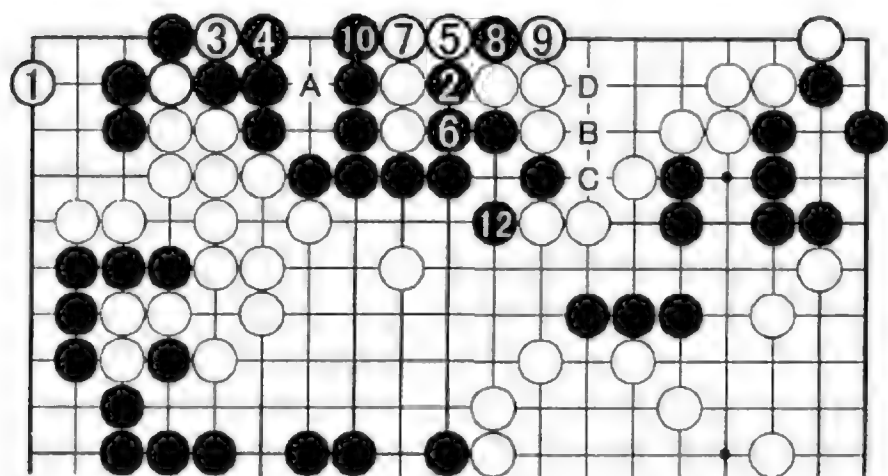


Figure 7 (152-200)

Figure 7 (152-200). *Light at the end of the tunnel*

The endgame is very complicated. One example of the intricacies is White 52. I was prepared for both this move and 1 in *Dia. 13*. However, if White keeps defending all the way through 11, Black should not give in and make two eyes at A, but put up a fight by bulging out with 12. White has run out of steam at this point and has to play C to defend against Black's threat to start a ko with B—White C—Black D. Next, Black can connect in the center.



Dia. 13 11: connects at 8

When White builds up strength with 52 and 54, it becomes necessary for Black to defend his group in the upper right. In this case, cutting with 55 is a tesuji. Should White defend with 59, Black exchanges 97 for 98, then connects at 56.

However, White decides to play elsewhere and capture a stone with 56 and 58, scoring quite a few points. Still, I am not unhappy, because I now descend with Black 59.

(Van Zeijst: This sets up a semedori, that is, White eventually has to capture these two stones in the end by putting stones in his own territory, leading to a territorial loss.)

The subsequent endgame went well. The sequence starting with 73 had a good feel to it, as Black succeeds in turning this area into no man's land, whereas it looked as if White was going to make territory here — this was probably played well by Black.

At this point, I felt that the game had turned from unclear to slightly favorable for me.

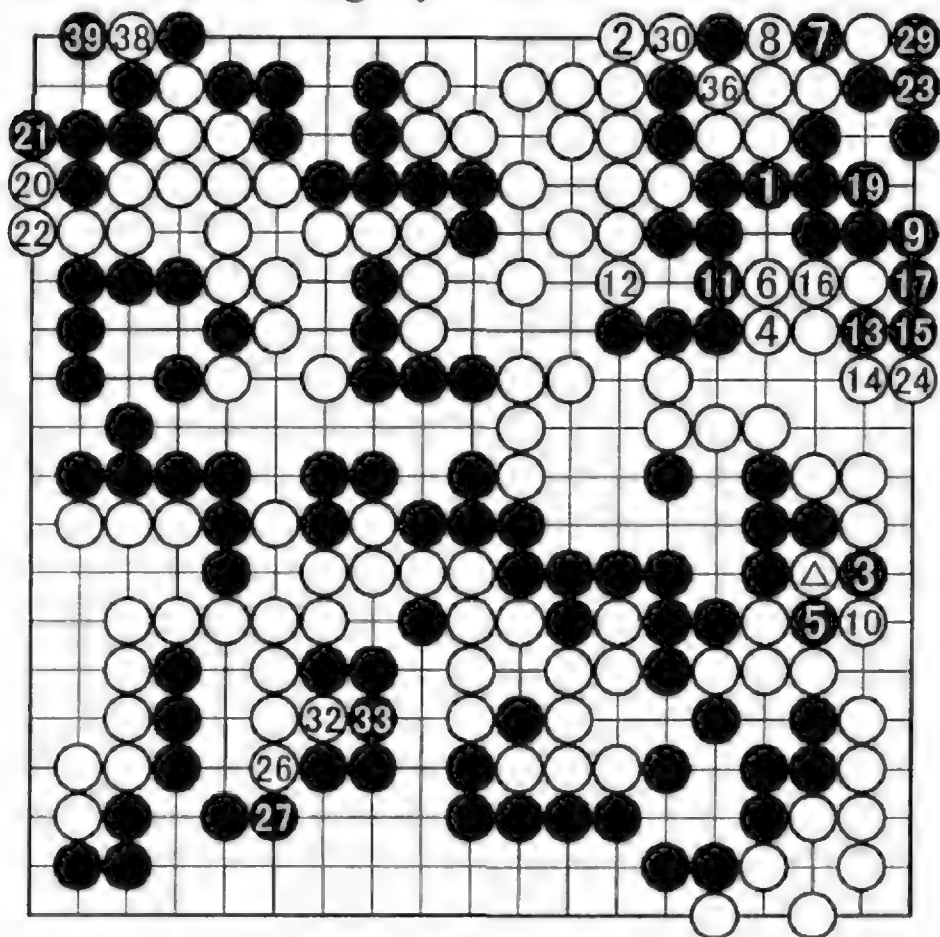


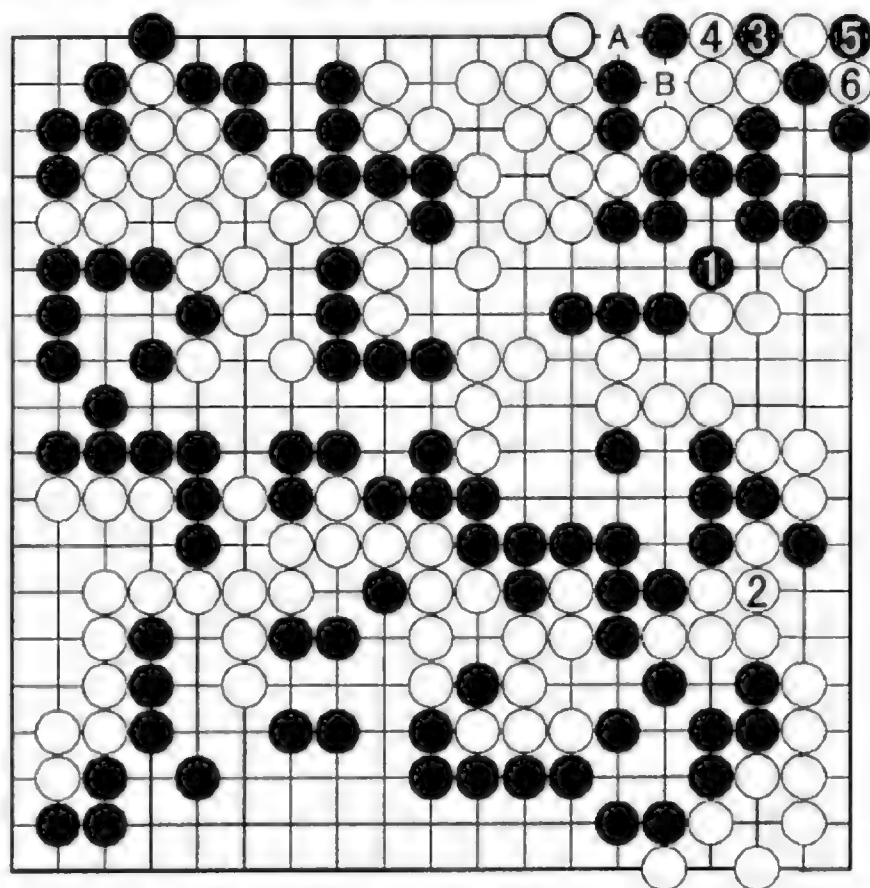
Figure 8 (201-240)

18, 28, 34, 40: at 5;

25, 31, 37: at the marked stone; 35: at 7

Figure 8 (201-240). A black overplay

However, when all things should come together, they start falling apart. Black 3 aims at 14, but that is a clear deviation. Black should play at 4, which secures a $1\frac{1}{2}$ -point or at worst a $\frac{1}{2}$ -point victory. When White plays where Black should have played, things start falling apart. Without time to recover from the shock, I captured with 5, an overplay that could have easily become the losing move.



Dia. 14

Defending with 1 in Dia. 14 is correct. If White connects with 2, Black can start a ko in the upper right with 3 and 5. Since Black is already alive, this is a hanami ko with the burden on White. Therefore, in the end White will have to capture with A and B, turning the game into a $\frac{1}{2}$ - or $1\frac{1}{2}$ -point victory for Black.

After White 106, Black can't secure unconditional life anymore. My position is falling apart completely. Still, when Black descends at 9, he cannot be captured unconditionally. In addition, Black 13 is the reward for his troubles. Just making life with 19 would probably lead to defeat.

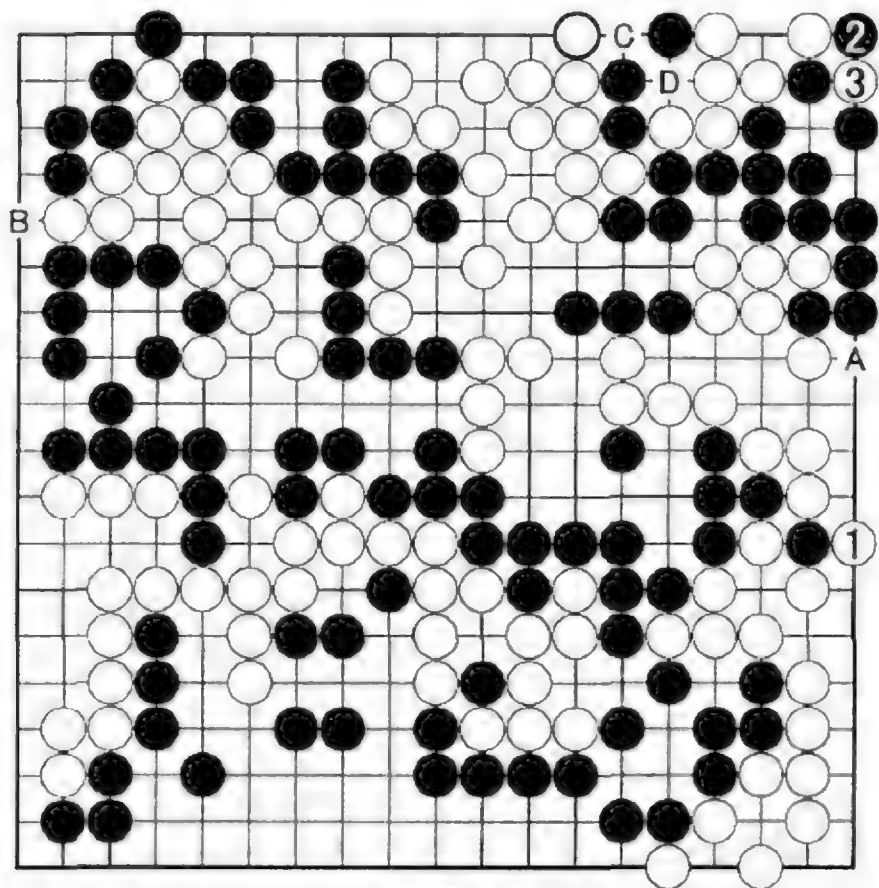
The problem was, what would happen if White tries to kill with 19 instead of capturing with 18? The only thing Black can do is start a ko with 29. This ko fight will be a very dangerous one. According to the analysis of Kobayashi Satoru (9-dan and former Kisei), which I confirmed with my own analysis, Black would win this ko by one threat. This is not shown in a separate diagram, but readers who are confident of their ability may want to confirm this for themselves. Even if White starts a ko at 23 instead of playing at 20, the result won't change (i.e. Black



The end of Yoda's reign as Meijin

will win the ko by one ko threat). I had resolved that I would meet him head on, should White start a ko here. I was lucky, wasn't I?

However, the struggles that broke out during the endgame were also hard-fought. One question still remains unsolved. Preventing Black from connecting underneath with 20 and 22, was clearly worth less than 5 points. However, on the board, there were still five-point moves left.



Dia. 15

For example, capturing with 1 in *Dia. 15* is worth 5 points, larger than A or B. In that case, Black will start a ko with 2 in order to make White concede with C and D. After the ko is over, Black will finally be in a favorable position with a won game. In this variation, too, White is short of ko threats and Black can narrowly squeeze out a victory.

Figure 9 (241–280). *Outdoing myself*

Instead of 50, capturing with 51 would be marginally better, but even then Black would still pull off a $\frac{1}{2}$ -point victory. In the game, there are a few places where it is difficult to know how to play if White had changed his moves. But in reality, White still wouldn't have had a chance.

In addition to having fortune on my side, I outdid myself a little, didn't I?

However, I had been staring in the face of Yoda's strength and the fear he arouses. I will take to heart the luck I had. If I don't keep studying, sooner or later I will be punished.

Black wins by 1½ points

Time used: Black 7:59 hours; White 7:59 hours

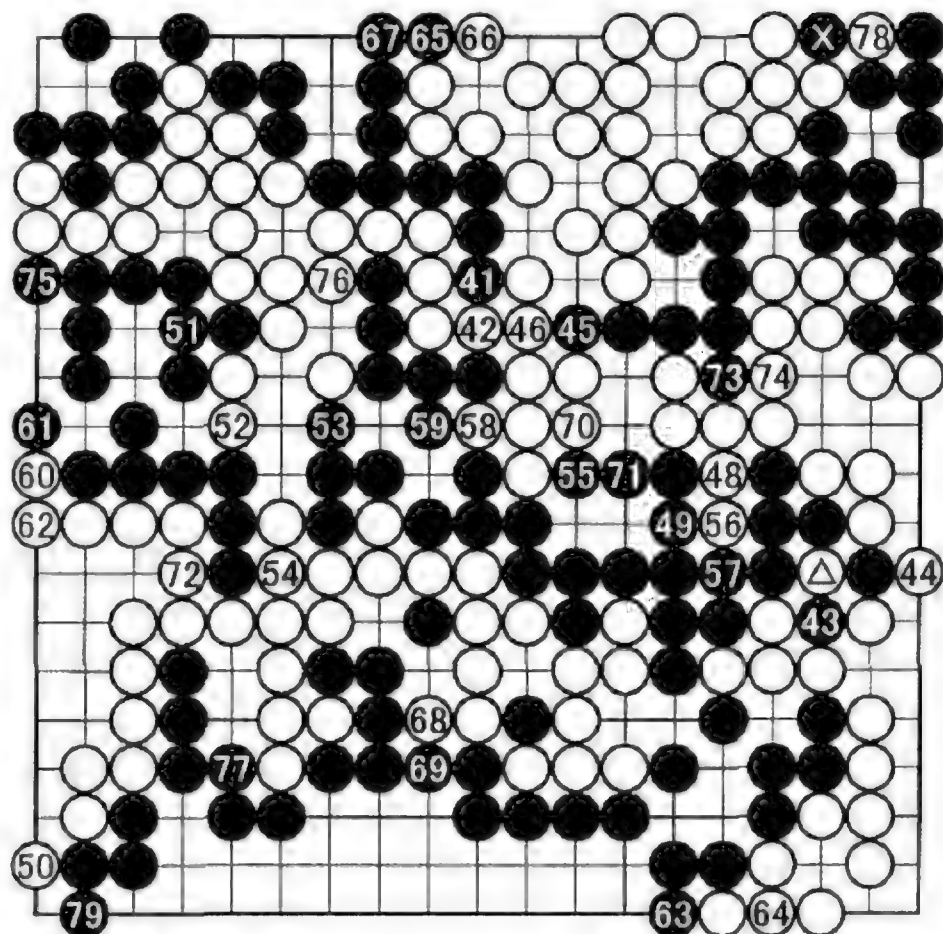


Figure 9 (241–280)

47: above 3; 80: connects left of 78

(Translated from *Monthly Go World*, January 2005.)



Cho U: the new Meijin

New Publication from Kiseido

Mastering the Basics, Volume Four

501 Tesuji Problems

Compiled and written by Richard Bozulich

Tesujis are skillful moves that accomplish some clear tactical objective, such as capturing stones or a group, rescuing one of your own groups linking up your stones, separating your opponent's stones, making good shape, etc.

There are two approaches to presenting tesujis problems. One approach is to collect problems according to the objective that tesujis accomplish. The other is to collect problems according to the kind of tesuji used. In this book the emphasis is on the latter.

There are about 45 different kinds of moves that make up tesujis. Each of these moves has a Japanese term that describes them. Some of these tesujis occur quite frequently in games, while others are seldom seen. In this book, I have attempted to present examples of every kind of tesuji. The more common ones occur in numerous problems, but even the less common ones will be represented a number of times. Every tesuji presented in this book can be found among the first 50 problems.

All of these different tesujis are scattered throughout the book. Just as in a game, one never knows what kind of tesuji will appear. It may be easy to find it, but often it is hard; it might be a quite common tesuji, but it could be one of those that rarely occur. Going through the 501 tesujis in this book will be like getting a tesuji experience in 501 games. In a game, however, many tesujis will go by unnoticed; in this book, each problem will be a learning experience.

Many of the problems are easy, but many are hard. I recommend that you make an effort to solve each problem before looking at the answer, but don't spend too much time on them. The important thing is to expose yourself to the tesuji. As you work your way through this book, you will find that the tesujis that solve the problems will appear to you more and more quickly. Once you have reached this level, the same thing will start happening in your games.

304 pages; price: US\$18.00 + shipping; ISBN 4-906574-74-2

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The 2nd Zhonghuan Cup Final

White: Ch'oe Ch'eol-han 9-dan

Black: Yi Se-tol 9-dan

Komi: 6½; time: 3 hours each

Played in Taipei on 20 August 2005.

Commentary by Kim In 9-dan.

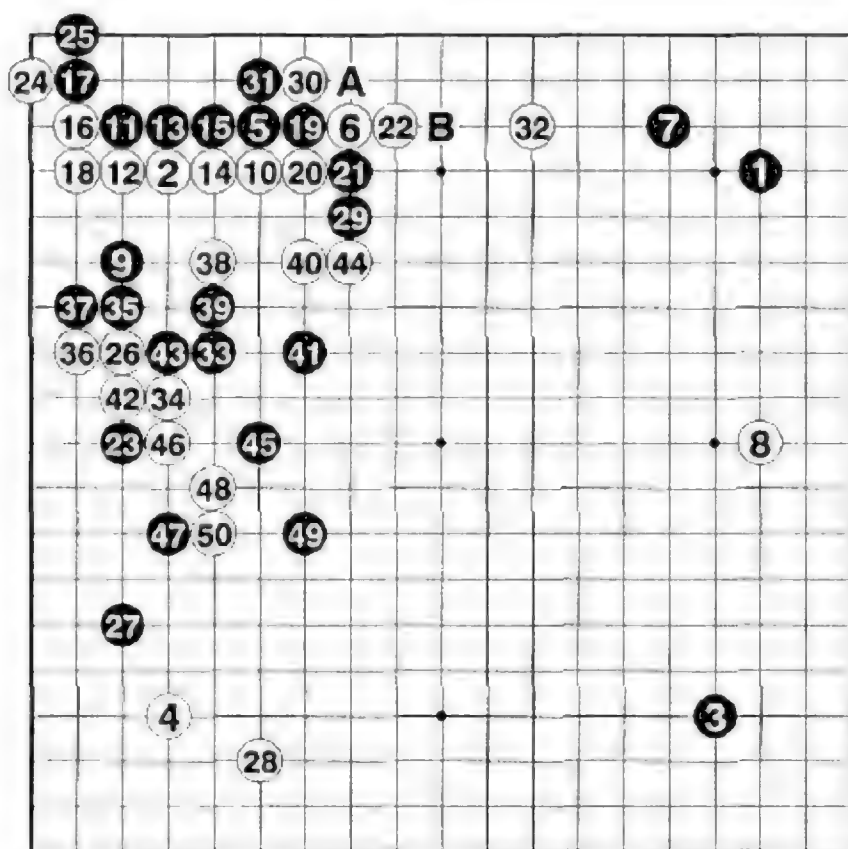


Figure 1 (1-50)

Figure 1 (1-50). Black's dubious start

White 22. White could also have played White A-Black 30-White B.

Black 33 is dubious: the follow-up is difficult for Black when White moves out with 34. I would have preferred to see 33 at 43.

Black tries to attack by splitting White into two with 37, but actually there's more pressure on Black than on White in this fight.

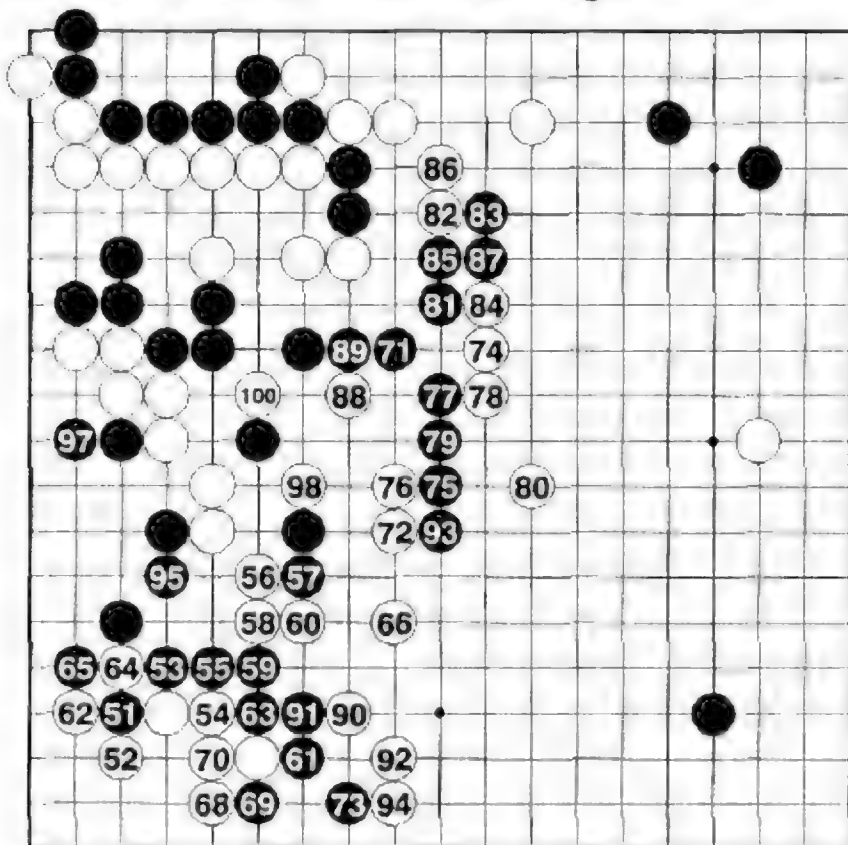


Figure 2 (51-100) 67, 96, 99: ko

Figure 2 (51-100). Another dubious move

Black 73. Black should jump to 74. Permitting White's cap spoils Black's shape.

Figure 3 (101-160). White secures the lead.

White takes a definite lead when he takes a firm grip on three black stones up to 4, then descends at 6.

Black 9. It's not clear if Black has enough ko threats to fight a ko with A, so this might endanger the whole black group.

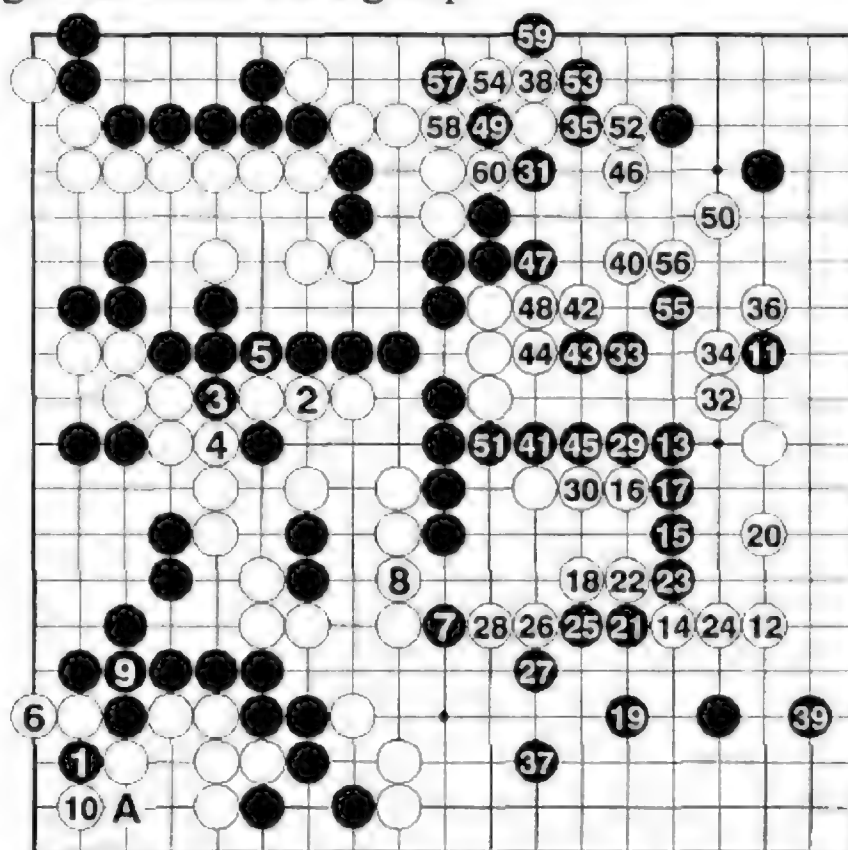


Figure 3 (101-160)

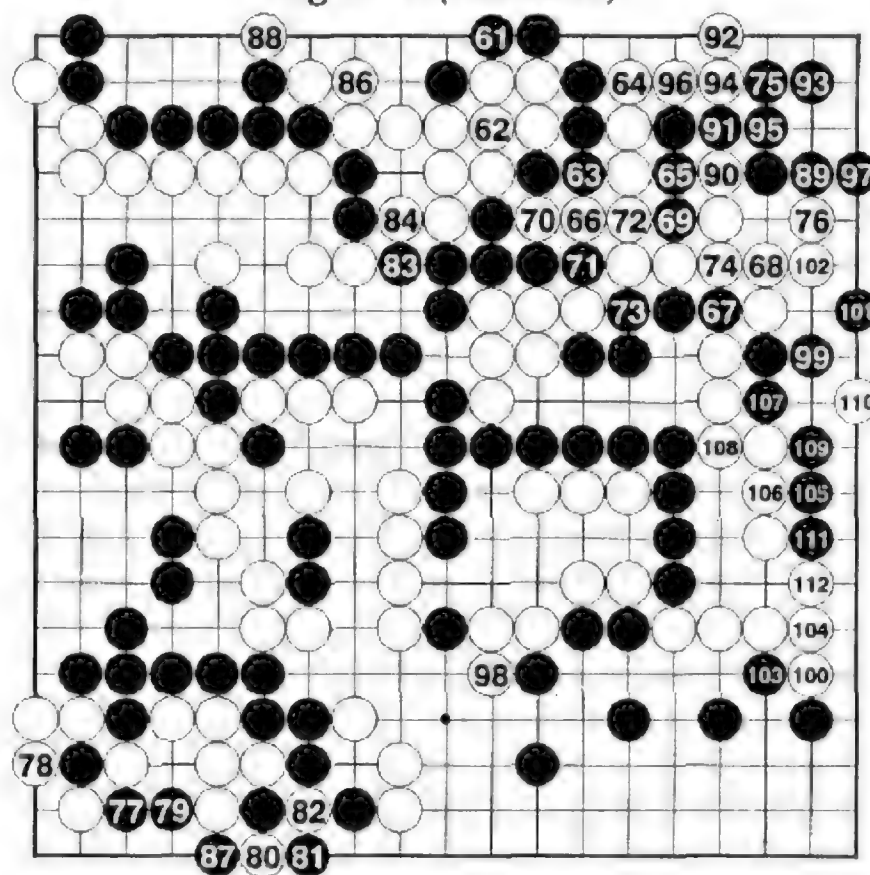


Figure 4 (161-212) 85: ko (above 80)

Figure 4 (161-212). Ch'oe's first world title
Black resigns after White 212.

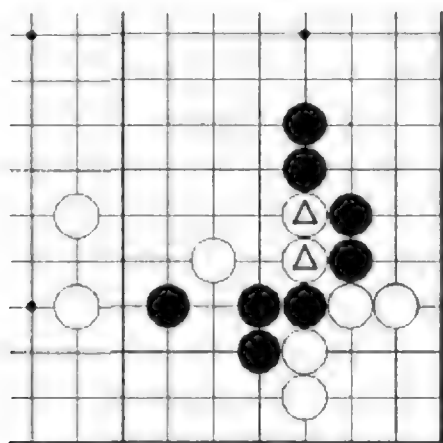
(Igo, November 2005. Translated by John Power.)

Tesujis for a Brighter Future (2)

2. The attachment

Mastering the attachment tesuji can help you become an expert at capturing. The beauty of this tesuji is that it decides the issue in just one move (though the opponent may continue to struggle). Often it strikes at a point that is a complete blind spot.

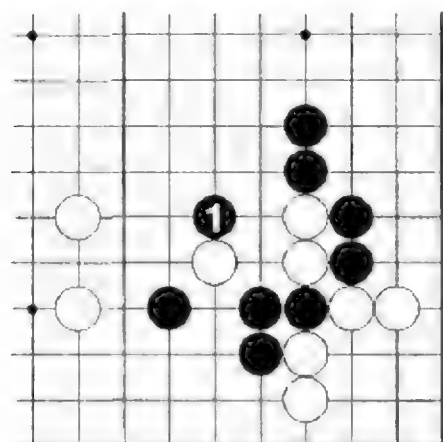
Introduction: Problem A



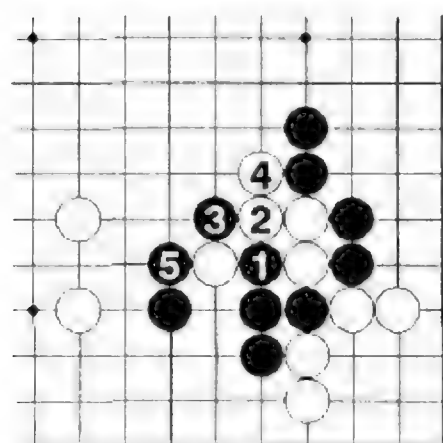
Dia. 1: Black to play

Dia. 1. The black stones at the bottom are not trapped, but the best way of securing them is to capture the marked white stones.

Dia. 2. White has no answer to Black 1.



Dia. 2: captured



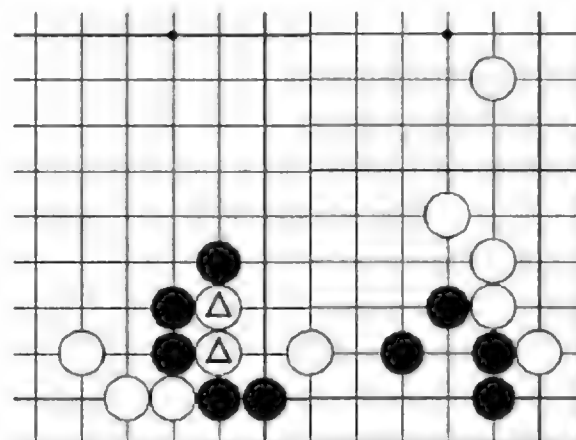
Dia. 3: inferior

Dia. 3. Black can escape with 1 etc., but the result is clearly inferior, as the pivotal white stones escape.

Black 1 in *Dia. 2* is the representative attachment tesuji. It comes up very often in actual play.

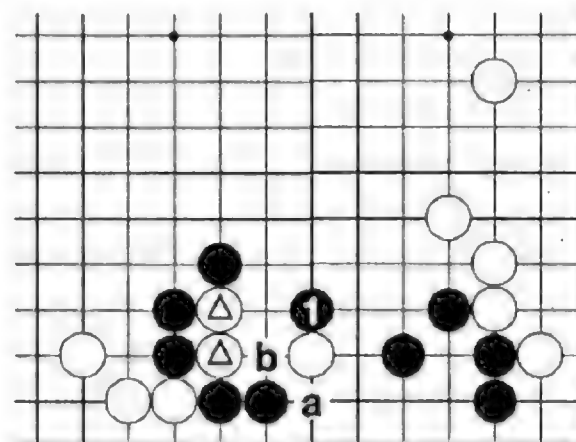
Introduction: Problem B

Dia. 1. Black has to capture the two marked white stones to save his own two stones on the edge.

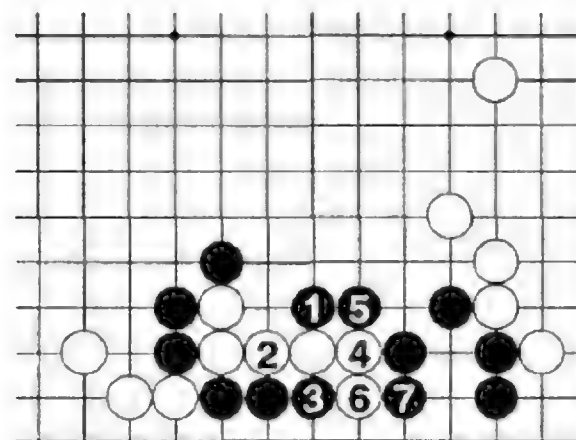


Dia. 1: Black to play

Dia. 2. Black 1 is the key move: the pivotal marked stones can't escape. Black 'a' or 'b' instead would be a mistake.



Dia. 2: the tesuji



Dia. 3: loose ladder

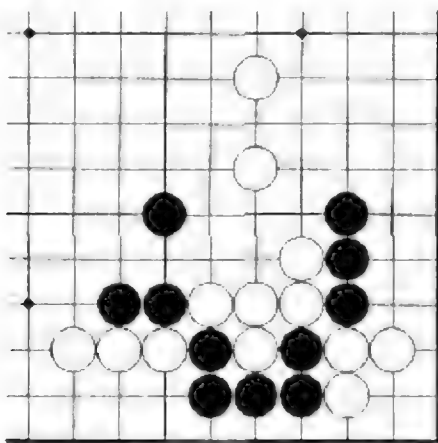
Dia. 3. Connecting at 2 doesn't help. Black leads White to the edge in a loose ladder with 3 to 7.

Introduction: Problem C

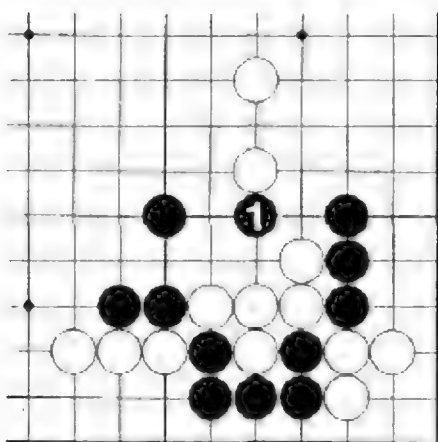
Dia. 1. There is a way for Black to link up his two groups.

Dia. 2. Black 1 is another basic tesuji. You should see this move instantly, even if you then have to read it out to confirm that it works.

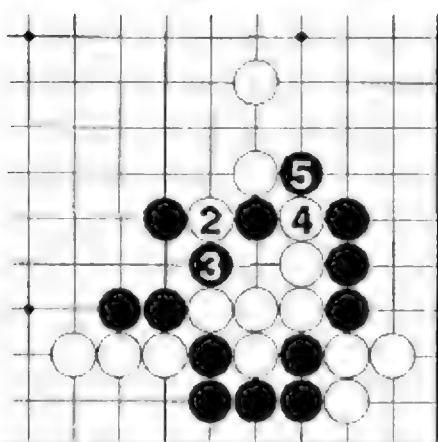
Dia. 3. Black's attachment sets up a snapback. Here we show the trickier answer for White. If he pushes up at 4 first, the same result follows: a snapback.



Dia. 1: Black to play



Dia. 2: the tesuji

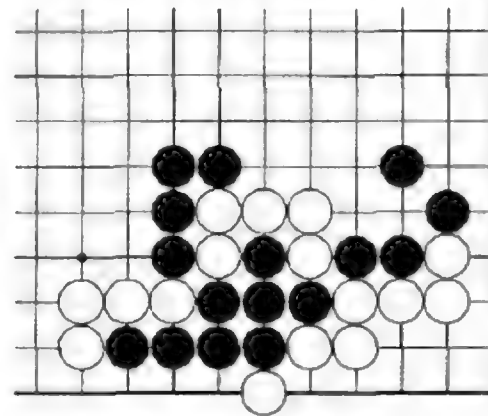


Dia. 3: snapback

Below are three more difficult problems illustrating this technique. Actually, the problem given on page 63 of GW103 also belongs to this article — we extracted it before it occurred to us to run the whole series.

Problems

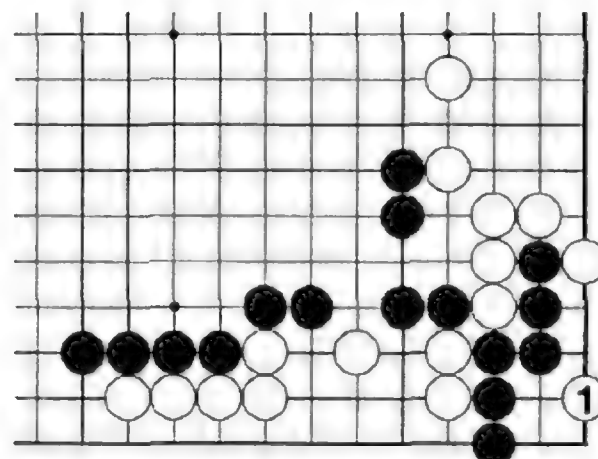
Problem 1



Black to play

The first move may be obvious, but Black's third move is difficult. If you can see it instantly, you probably don't need this series.

Problem 2

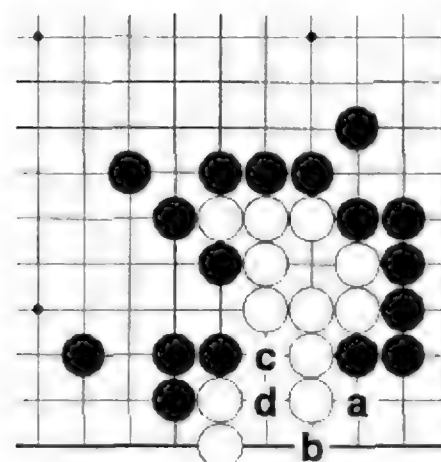


Black to play

White has 'boldly' jumped into the corner and destroyed Black's eye shape with 1. It's up to Black to show him the word he's looking for is 'rashly'.

How can Black save his group?

Problem 3



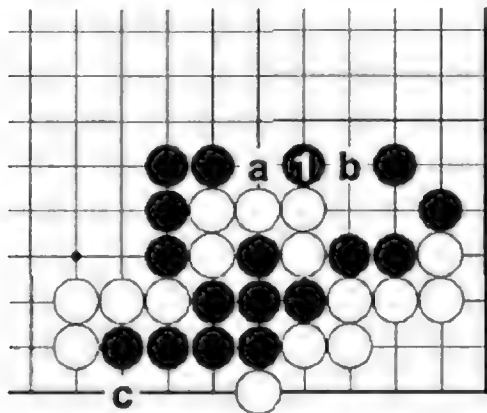
Black to play

White seems to be alive — if Black 'a', White 'b'; if Black 'c', White 'd'. Either way, White gets a second eye.

You have to use your imagination to kill White. If you find the tesuji, he will feel as if he's been hit by a flash of lightning.

Answers

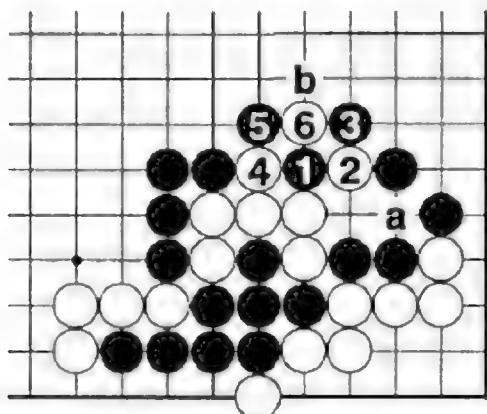
Answer to Problem 1



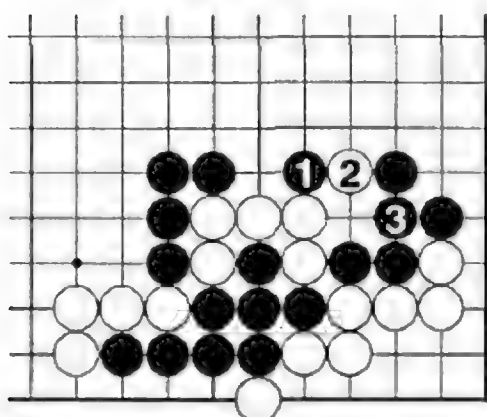
Dia. 1: the only move

Dia. 1. Black 1 is clearly the only move. If, for example, Black plays at 'a', White will attach at 'b', with its threat of a snapback, and pull his group out. If instead Black plays at 'b', White hanes at 'c' and wins the capturing race. However, in answer to 1 —

Dia. 2. White can offer very strong resistance with the hanekomi of White 2. Blocking at 3 is a mistake: White counters with 4 and 6, making miai of 'a' and 'b'.



Dia. 2: a mistake

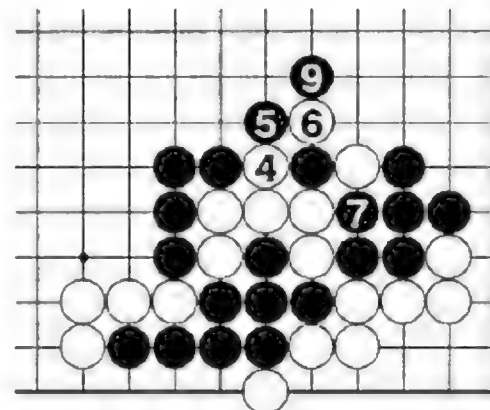


Dia. 3: connecting at the root

Dia. 3. Connecting at the root of Black's shape with 3 not only solves his shortage-of-liberties problem but is also the best way to exploit White's. Next —

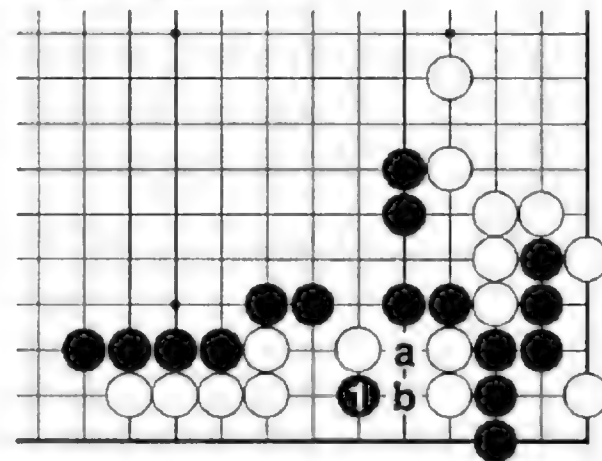
Dia. 4. If White tries to pull out his stones with 4, Black squeezes with 5 and 7, then sets up a ladder with 9.

Quietly connecting with 3 in Dia. 3 is a beautiful follow-up tesuji.



Dia. 4: captured 8: connects

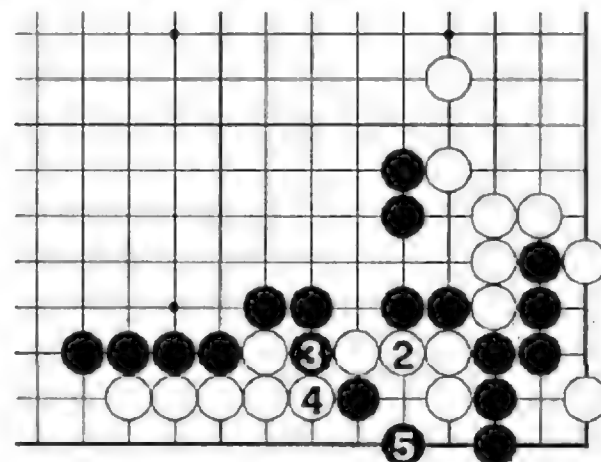
Answer to Problem 2



Dia. 1: correct

Dia. 1. In this kind of shape, the attachment of Black 1 is the vital point. If instead he played at 'a' or 'b', his corner group would die, but 1 brings it back to life.

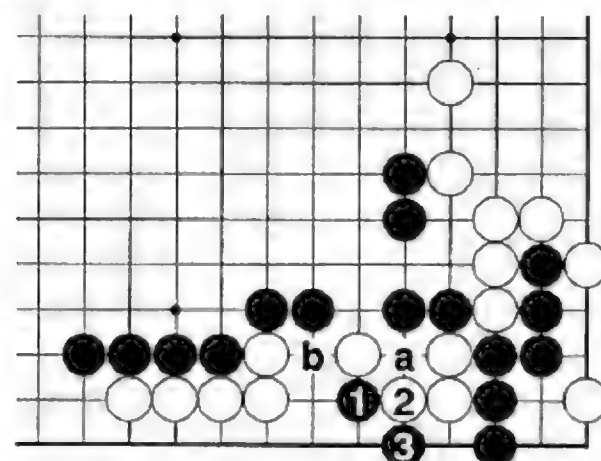
Where will White answer, 'a' or 'b'?



Dia. 2: captured

Dia. 2. If White 2, Black intercepts with 3. After 5, White can't save his stones because of shortage of liberties.

If White plays 2 at 3, Black cuts at 2 for a similar result.



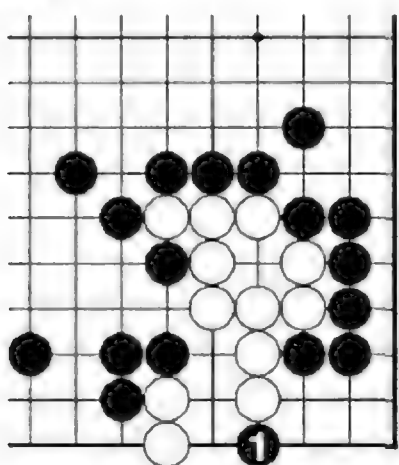
Dia. 3: miai

Dia. 3. If White blocks at 2, White hanes underneath at 3, again capturing White.

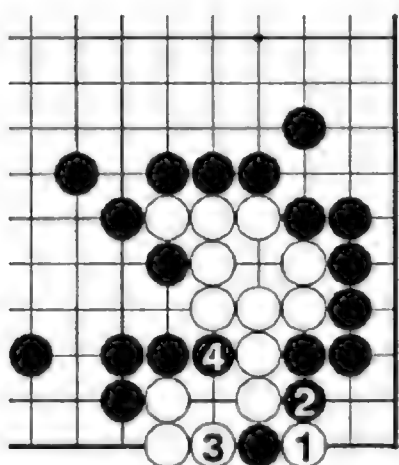
The beauty of the attachment at 1 is that it can't be captured and it makes miai of two cutting points at 'a' and 'b'. White's corner placement is now revealed as a big mistake.

Answer to Problem 3

Dia. 1. Black 1 is the vital point. An attachment like this would be quite a shock if you had assumed your group was safe. No matter how White captures this stone, Black makes it a false eye.



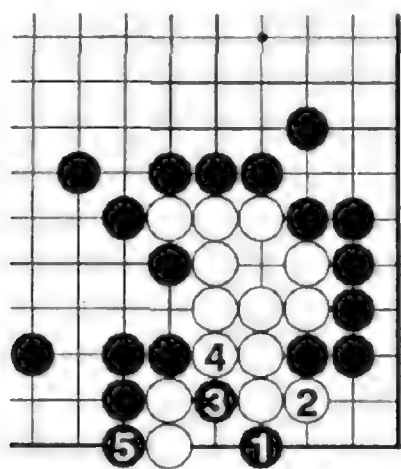
Dia. 1: the tesuji



Dia. 2: dead

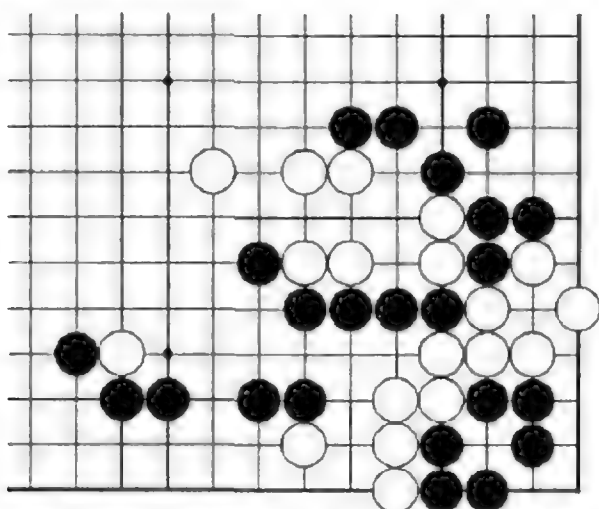
Dia. 2. If White 1, it's easy: Black 2 and 4 stop White from getting an eye.

Dia. 3. White 2 here is slightly more complicated. Black pushes in at 3. White 4 is forced, so Black gets a snapback with 5.



Dia. 3: snapback

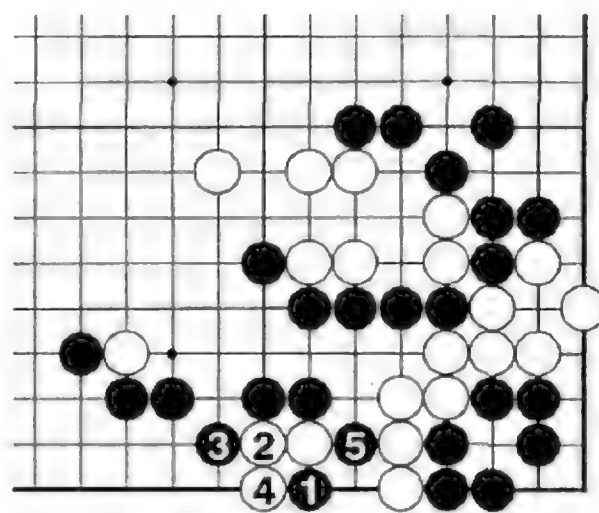
Reference problem



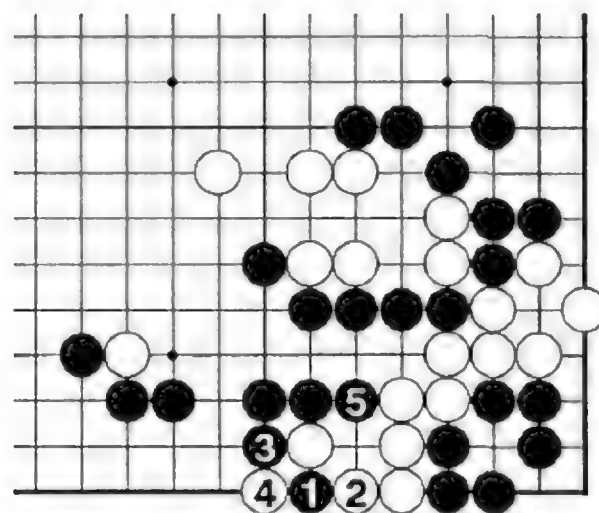
Dia. 1: Black to play

Dia. 1. This problem is solved by basically the same technique as in Problem 3.

Dia. 2. Black attaches on the edge at 1. Once again, he can make this a false eye no matter how White captures the stone.



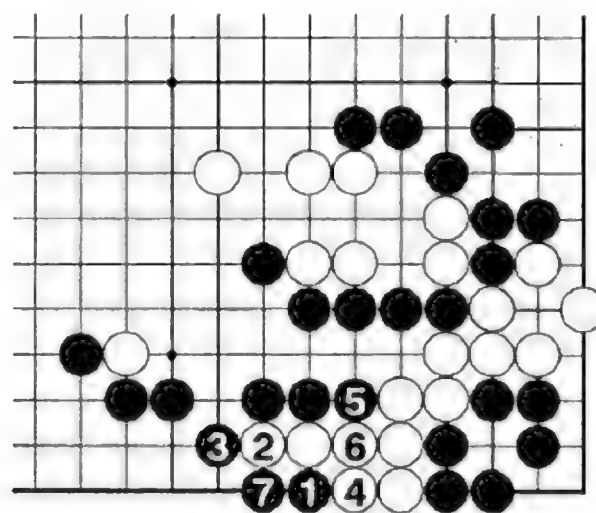
Dia. 2: a false eye



Dia. 3: dead

Dia. 3. If White 2, Black ataries at 3, then destroys the eye shape with 5.

Dia. 4. If White plays 4 here, Black forces 6 with 5, then adds a sacrifice at 7. If White captures, he makes a throw-in at 7, so White can't get an eye.



Dia. 4: dead

If you are aware of the existence of this head attachment, you are more likely to look for it in your games. You may find it in some surprising places.

(*Monthly Go World*, February 2005. Translated by John Power.)

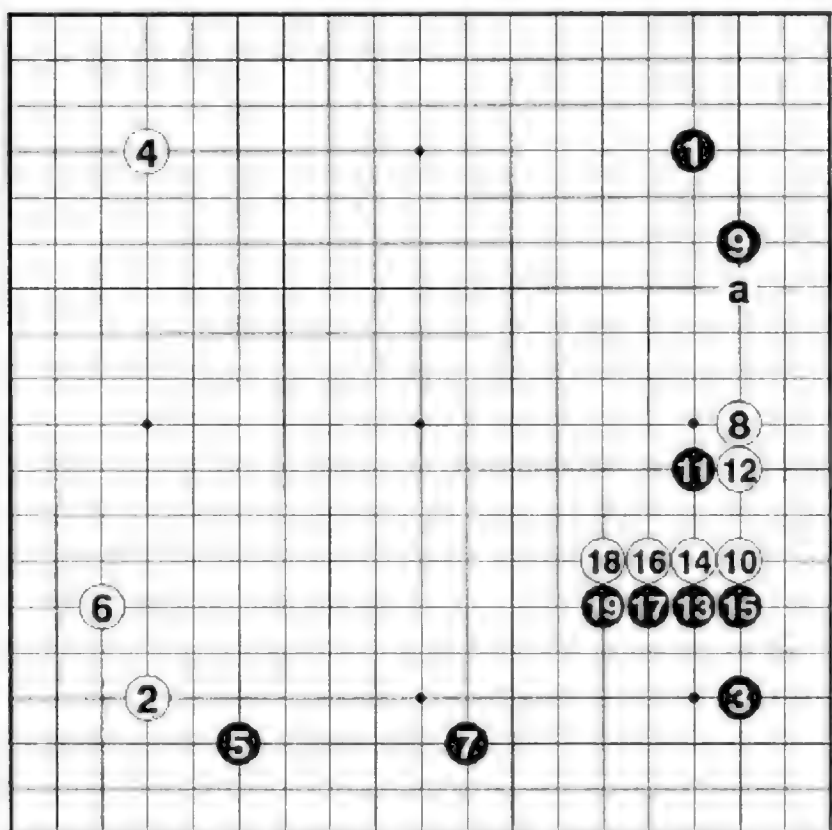
The Korean Style: Korean Joseki Innovations (9)

by Oya Koichi 9-dan

Before moving on to our main theme, I would like to introduce a letter from a reader, Yoshizaki Hisahiro of Tokyo. He writes:

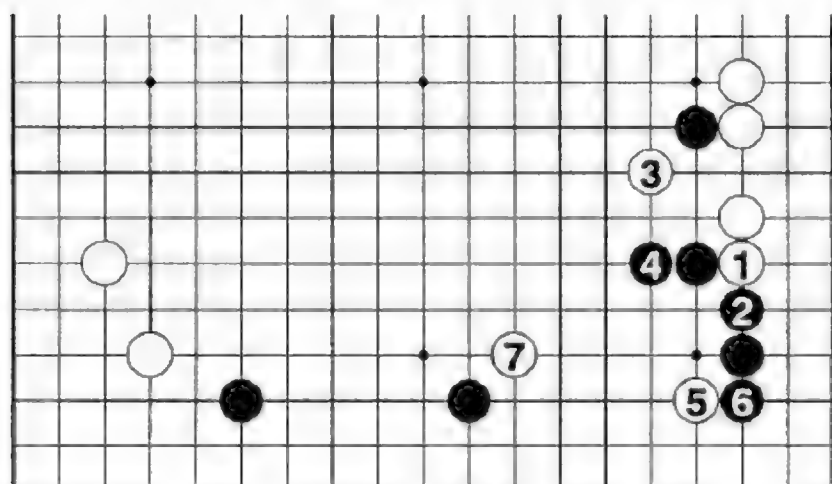
‘In November last year I visited China and was shown around the go elementary school. I played a game with a top-level junior-high-school student, using as my weapon the latest development shown in your series “The Korean Style”. However . . .’

Dia. 1 shows the opening of the game. Yoshizaki played white. Black was Xue Lei, who played so well I wouldn’t be surprised if we see his name again.



Dia. 1: good for Black

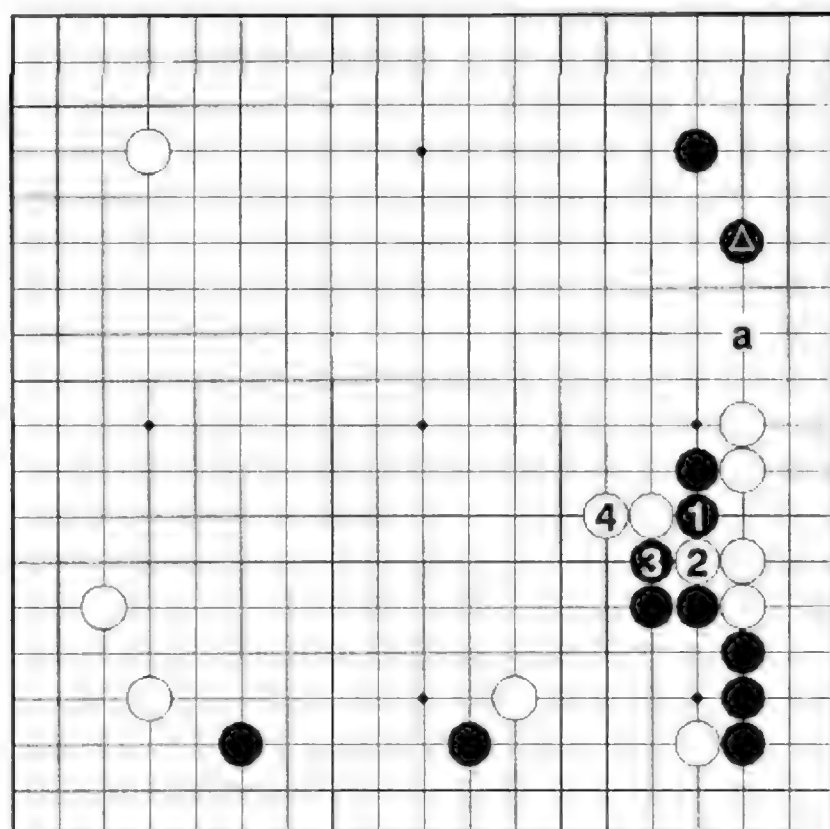
The noteworthy move here is Black 9. If the sequence to 19 follows, then Black 9 is ideally located, one line further away from White’s thickness than a stone at ‘a’. It’s obvious that Xue has studied this position. Instead of 14 —



Dia. 2: standard

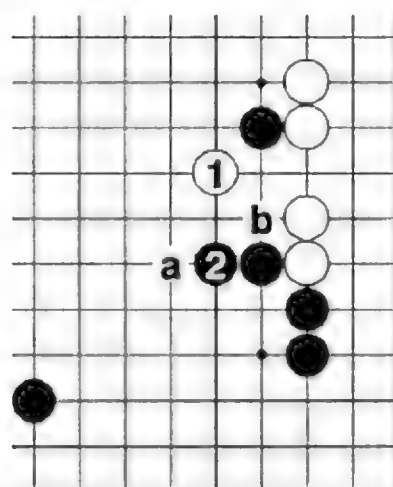
Dia. 2. White 1 is the vital point. After 3, White sets about erasing the bottom moyo with 5 and 7. This would be the usual strategy; it is in the process of becoming established as a standard strategy in Japan. Let’s assume that Yoshizaki played 14 to test his opponent’s strength.

Dia. 3. If Black continues with 1 and 3, White plays 4 and can handle the fight. If the marked black stone were at ‘a’, then the 1–3 combination would be a strong threat.

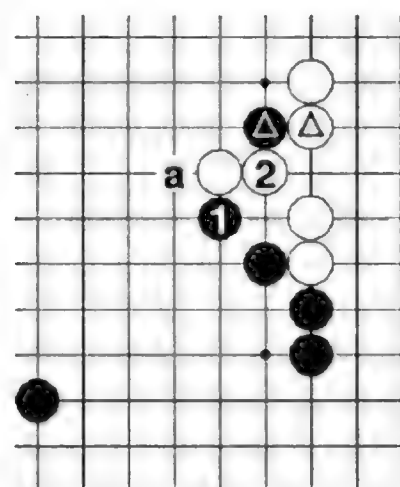


Dia. 3: no problem

Dia. 4. Black 2 is an important move: it forestalls a white attachment at 2. It’s tempting to go a line further, to ‘a’, but then White would reinforce at ‘b’, and Black would be forced to add a stone at 2. Black ‘a’ in answer to White 1 would be bad style.



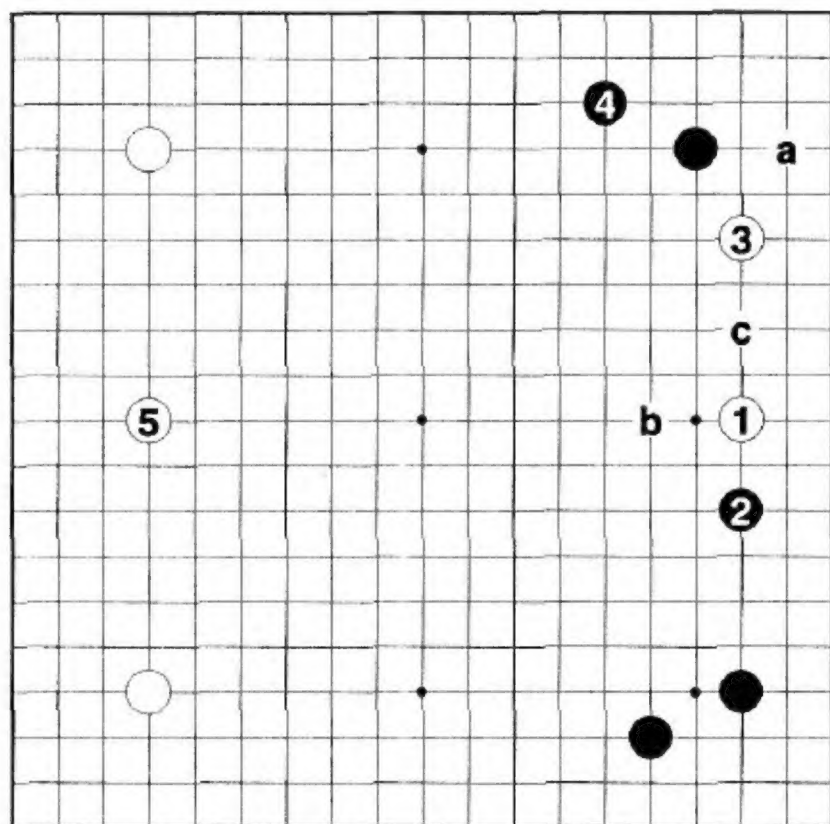
Dia. 4: the only move



Dia. 5: taking sente

Dia. 5. Recently one occasionally sees Black play 1 to take sente. Some people think that the

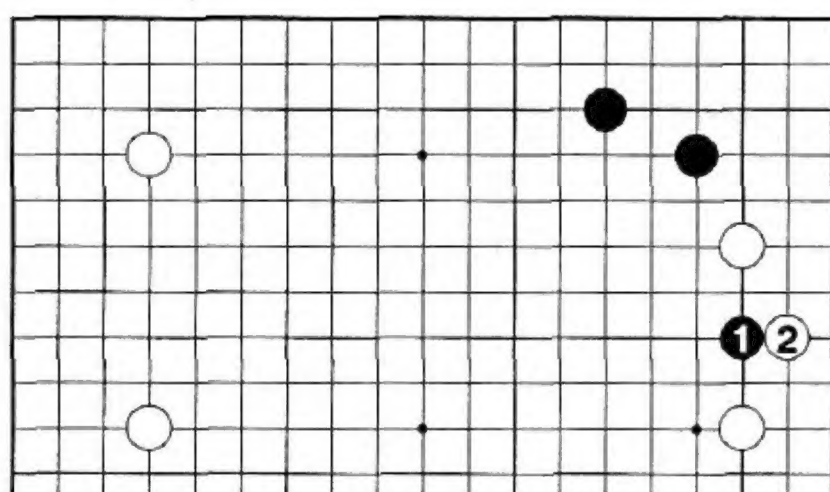
exchange of the marked stones is bad for Black, but another way to look at it is that this exchange prevents White from playing 2 at 'a'.



Dia. 6: a common fuseki

Let's go on to this month's theme. It's pretty similar to that of the previous instalment.

Dia. 6. White makes a splitting move at 1, and 2 to 4 follow. This is a common fuseki pattern that most people have probably played once. In Japan, White usually plays next at 'a' or 'b' to alleviate the threat of the invasion at 'c'. In Korea . . . White often tenukies, switching to a move like 5. The assessment is that the invasion is nothing to be afraid of. I can readily understand this way of thinking.

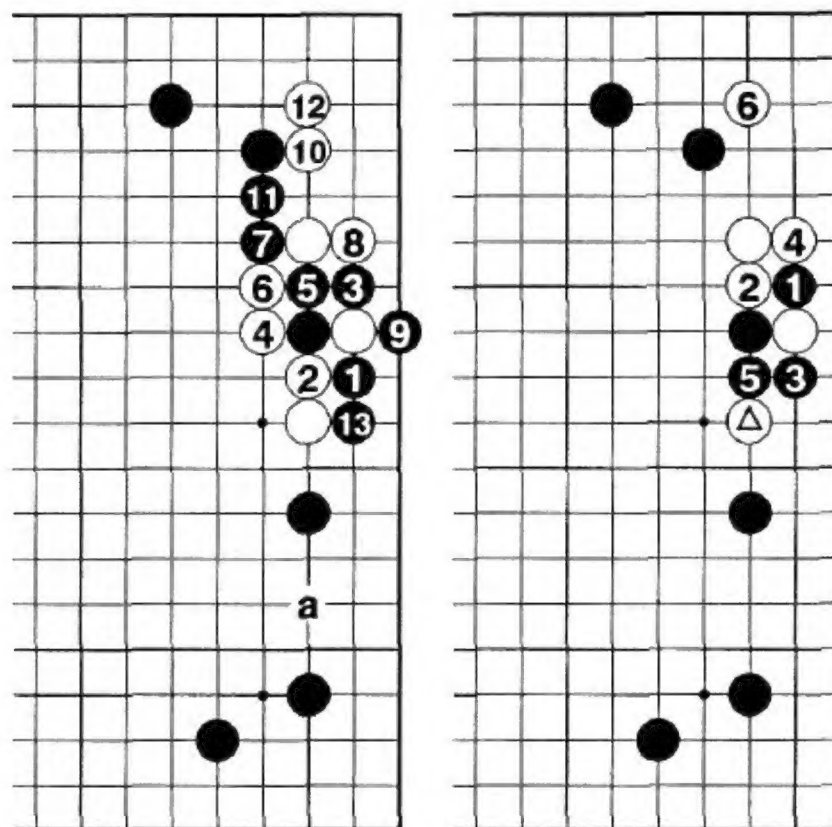


Dia. 7: White's counter

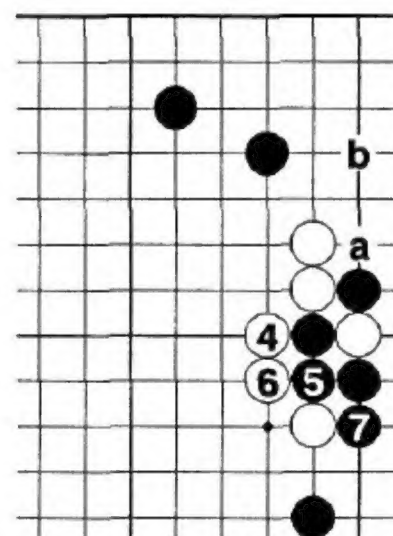
Dia. 7. White 2 is a famous basic *sabaki* pattern. White is OK whichever side Black hanes on. Let's confirm this.

Dia. 8. If Black 1, the continuation to 12 is more or less a one-way street. White gets a base while securing not inconsiderable corner territory. Black links up with 13; he has eliminated the threat of White 'a', so this result is even. This

much should be common knowledge.



Dia. 8: a standard pattern Dia. 9: tesuji



Dia. 10: unfavourable for White

Dia. 9. What if Black makes a hane here? White 4 is a tesuji I recommend to my readers. The corner result to 6 is similar to that in the previous diagram. White has taken the corner, Black has turned the marked white stone into a wasted move; the result, of course, is equal.

Instead of 4 —

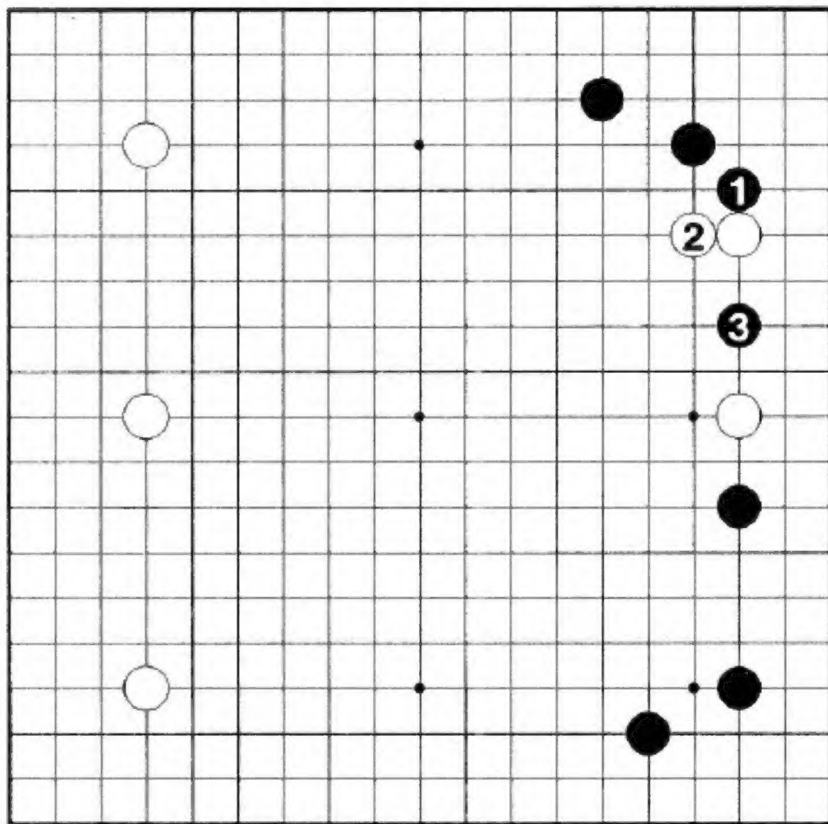
Dia. 10. It's only too easy to carelessly atari at 4. This is just what Black wants. After Black 7, White 'a' won't be sente — Black will defend the corner with 'b'; this way it will take some time for White to settle his group.

Dias. 8 and 9 are supposed to be even, but Korean players couldn't endure letting White take the corner. Once again, we see their great fondness for territory.

And the move they came up with? Attaching at 1 in Dia. 11! This gives White good shape: a three-space extension from a two-stone wall . . .

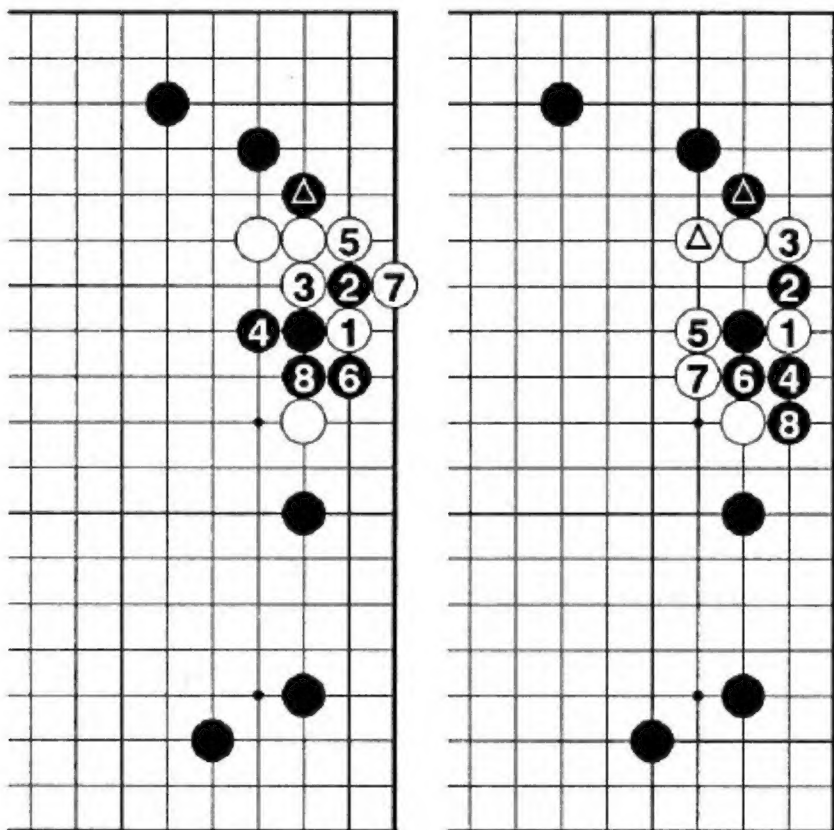
Yike! I seem to hear White's scream. Despite his having good shape, Black makes a brute-

force invasion at 3. Reader, what would you do?



Dia. 11: the Korean innovation

Dia. 12. How about trying White 1, which is supposed to give an even result? Black hanes at 2, and . . . White hasn't got a move. Cutting at 3 is patently painful for White — it makes the bad empty-triangle shape. If 4, White has no choice but to capture with 5. Up to 8, Black gets the result he wanted. Thanks to the effectiveness of the marked black stone, White can't immediately invade at the 3-3 point, as in *Dias. 8 and 9*.

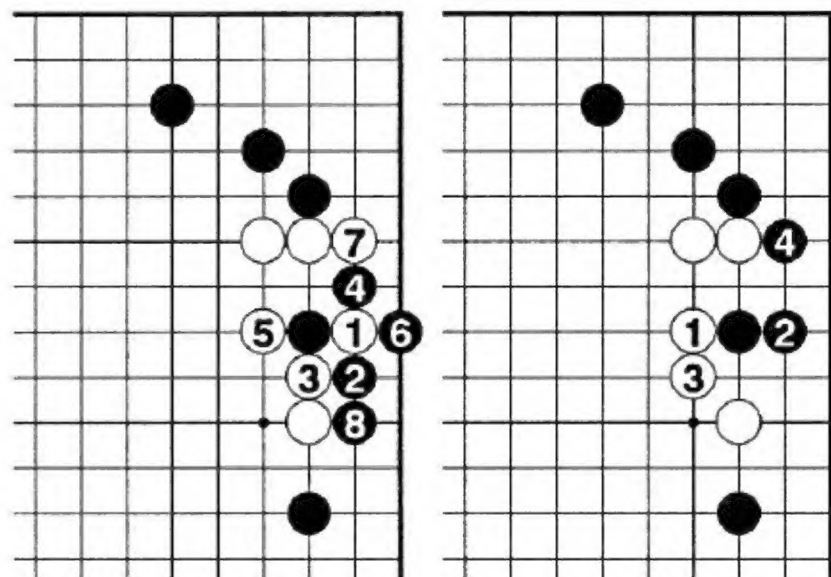


Dia. 12: bad for White *Dia. 13: assessment?*

Dia. 13. At present in Korea White 1 and 3 are considered best. Something should strike you here. Haven't we seen the sequence to 8 somewhere? That's right: *Dia. 10*. It's almost the same shape. Who benefits from the exchange of

the marked stones? In Korea, they believe it favours Black; in Japan, I think it would be considered as, at worst, equal. And the reader?

Dia. 14. The hane of Black 2 leads to a result similar to *Dia. 13*.



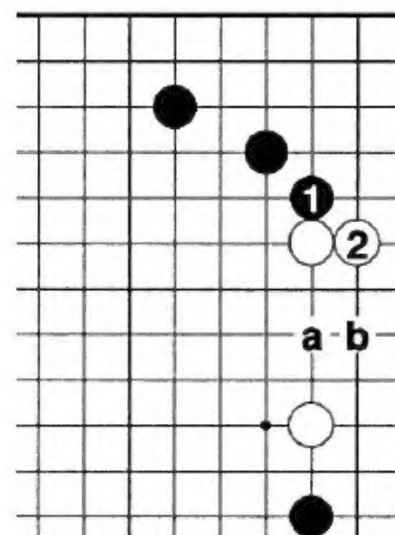
Dia. 14: similar

Dia. 15: what Black wants

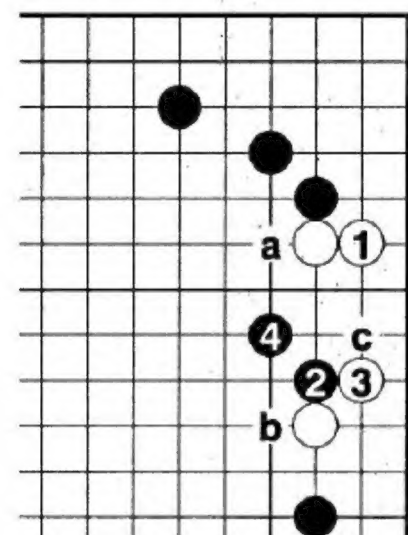
Dia. 15. If White 1, Black 2 is perfect. White has no choice but to secure his connection with 3, so Black takes a large profit with 4. In the process of linking up, Black has locked up the corner territory, so he is very satisfied.

If White plays 3 at 4, Black hanes at 3, and White's position is in tatters. Please study it for yourself.

Dia. 16. Well, a countermeasure for White has already been found. This is White 2, which is just right. If Black 'a', White 'b' and White has a solid connection. However, no matter how you look at it, White 2 is unnatural. To be playing on the second line so early in the game . . .



Dia. 16: counter?



Dia. 17: wild card

Dia. 17. In one game in Korea, Black countered White 1 by attaching at 2. If White 3, Black 4! This makes miai of 'a' and 'b' and 'c'. I understand Black's feelings, but is the existence of such a strategy in the game of go really OK?

At present, I am unable to come up with a conclusion. I await reports on my readers' experiments.

(Kido, March 1999. Translated by John Power.)

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Original Japanese wooden block prints (*ukiyo-e*) on go themes by great Japanese artist are available for sale by Mita Arts Gallery. Mita Arts is a specialist in Japanese prints, and all prints are accompanied by a certificate of authenticity. The two prints below are currently being offered for sale.

Title: Sato Shiro-Byoe Tadanobu

Artist: Yoshitora

Format: Oban; **Date:** 1847–52; **Publisher:** Unknown

Condition: Fair–Good; **Price:** \$850

Sato Shiro-Byoe Tadanobu was a 12th-century warrior who earned a place in Japanese history by quelling his enemies with a go board. Because of this exploit, he became known as “Go Board Tadanobu.” The print on the right shows him subduing an opponent while holding a go board, prepared to take on another attacker. The pattern on his kimono is called Genji Guruma, the wheel of a coach used by court nobles. This design originated from the first performance of a puppet play *Yoshitsune and the Thousand Cherry Trees* in 1747. In this play, a fox, called Kitsune-Tadanobu, took the shape of Tadanobu. Because this was the narrator’s family crest, the stage director used it as the pattern of Kitsune-Tadanobu’s costume. The design received such a favorable review that kabuki actors also used it for Tadanobu’s costume. Since that time, *ukiyo-e* artists often depicted Tadanobu wearing a kimono with this pattern, not only in actor prints but in warrior prints as well.



Title: Sato Shiro-Byoe Tadanobu

Artist: Kuniyoshi

Format: Oban; **Date:** 1830; **Publisher:** Kagaya Kichiemon

Condition: Good;

Price: \$3,300

From the series *Honcho Suikoden Goketsu Happyakunin no Hitori* (One of the 800 Heroes of Our Country’s Water Margin). Sato Shiro-Byoe Tadanobu is depicted here crushing an opponent with a go board. The artist produced several sets of prints with leading figures of the Chinese novel *Shui-hu chuan*, a best-seller in Japan. This particular set explores parallels between them and heroic figures in Japanese history. The print was republished between 1843 and 1845, with a different censor seal, the mark of the publisher Ibayaya to the left of the image, and with the sake-bottle cartouche (seen on the right) removed from around the artist’s signature.

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